HAVEN

CALL OF THE KING™

INSTRUCTION MANUAL

TEEN

T

CONTENT RATED BY ESRB

Traveller's Tales

MIDWAY

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

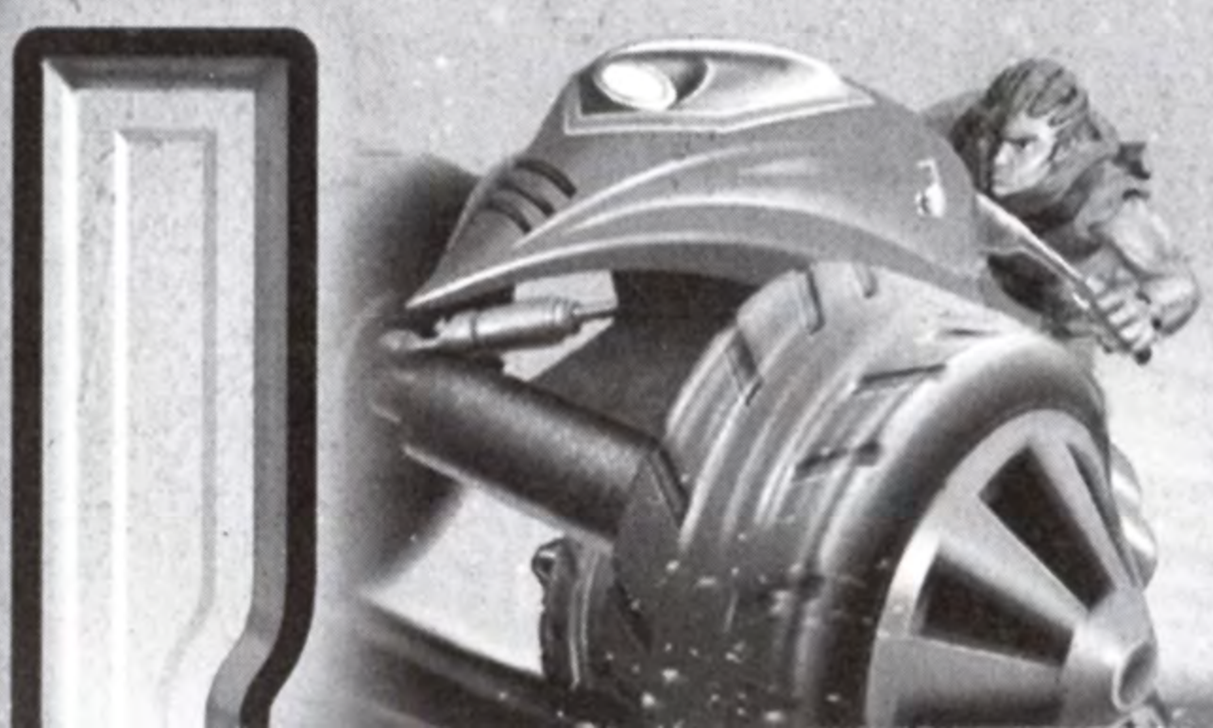
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not licensed for this game may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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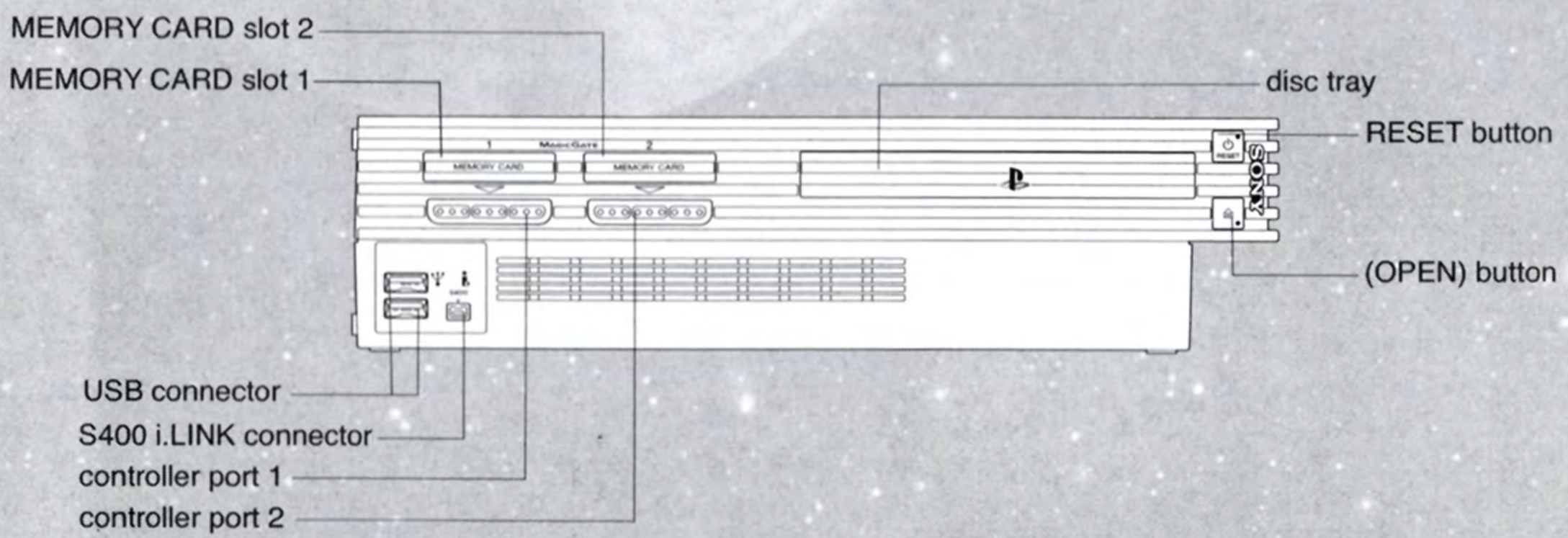
GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.

Place the Haven: Call of the King disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

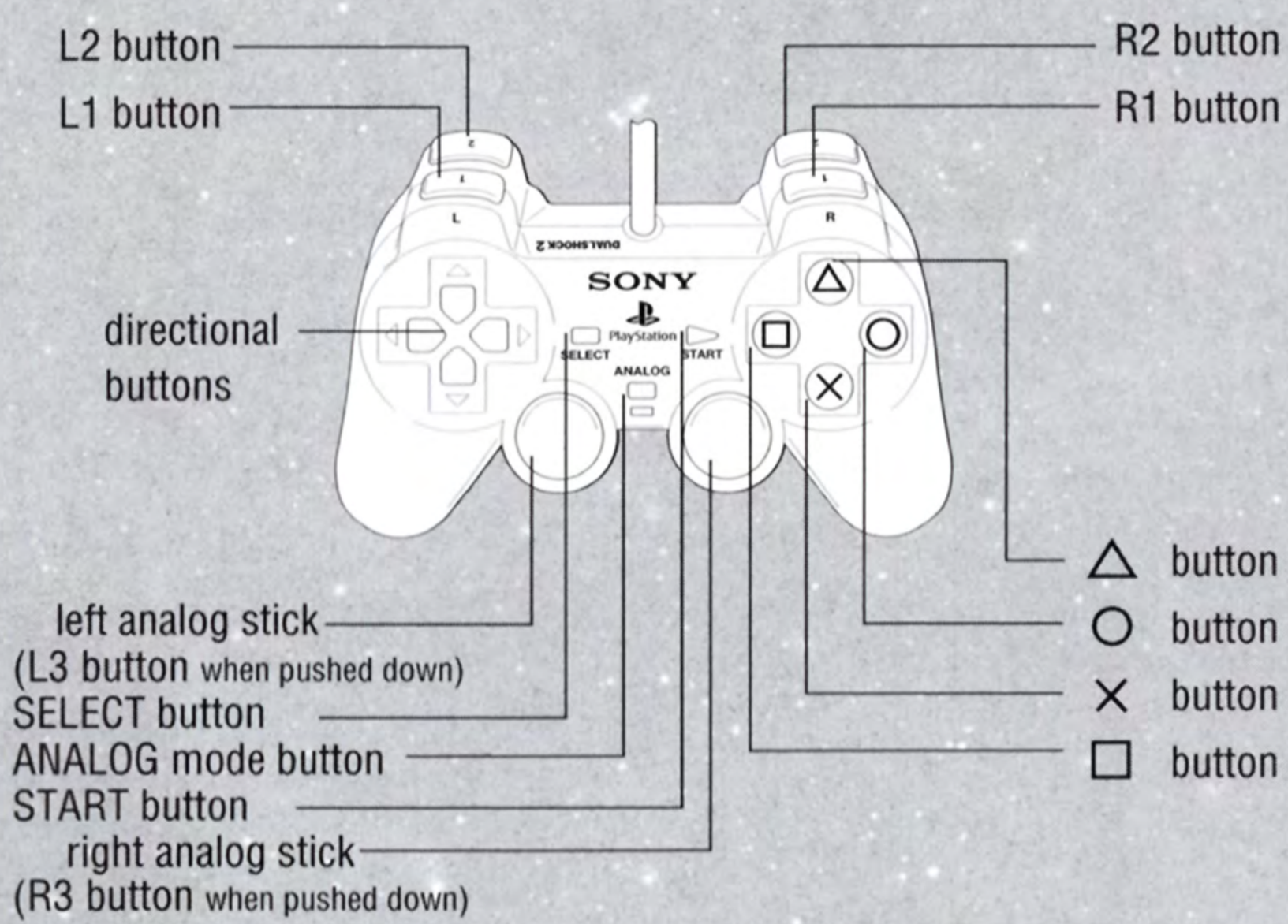


MENU/SUB-MENU NAVIGATION

Throughout this manual ↑, ↓, ←, and → will signify pressing Up, Down, Left and Right on the directional button. To navigate through the game menus (i.e. Options), use the directional button (↑, ↓, ←, or → depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the ⊗ button. To go back to the previous menu and/or cancel the previous selection, press the △ button.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



IN GAME PAUSE / QUEST MENU

During your quest, you may find it necessary to pause the game. To pause a game in progress, press the START button at any time. Pressing the START button will also access Haven's quest screen where you will find your primary objectives per level. Also you will be able to view your inventory of items: silver keys, feathers, catana, cogs, hero stones, and runestones.

Pressing the ◉ button will allow you to bring up the options menu. Please refer to GOALS/OPTION MENU on page 12 for detailed information.

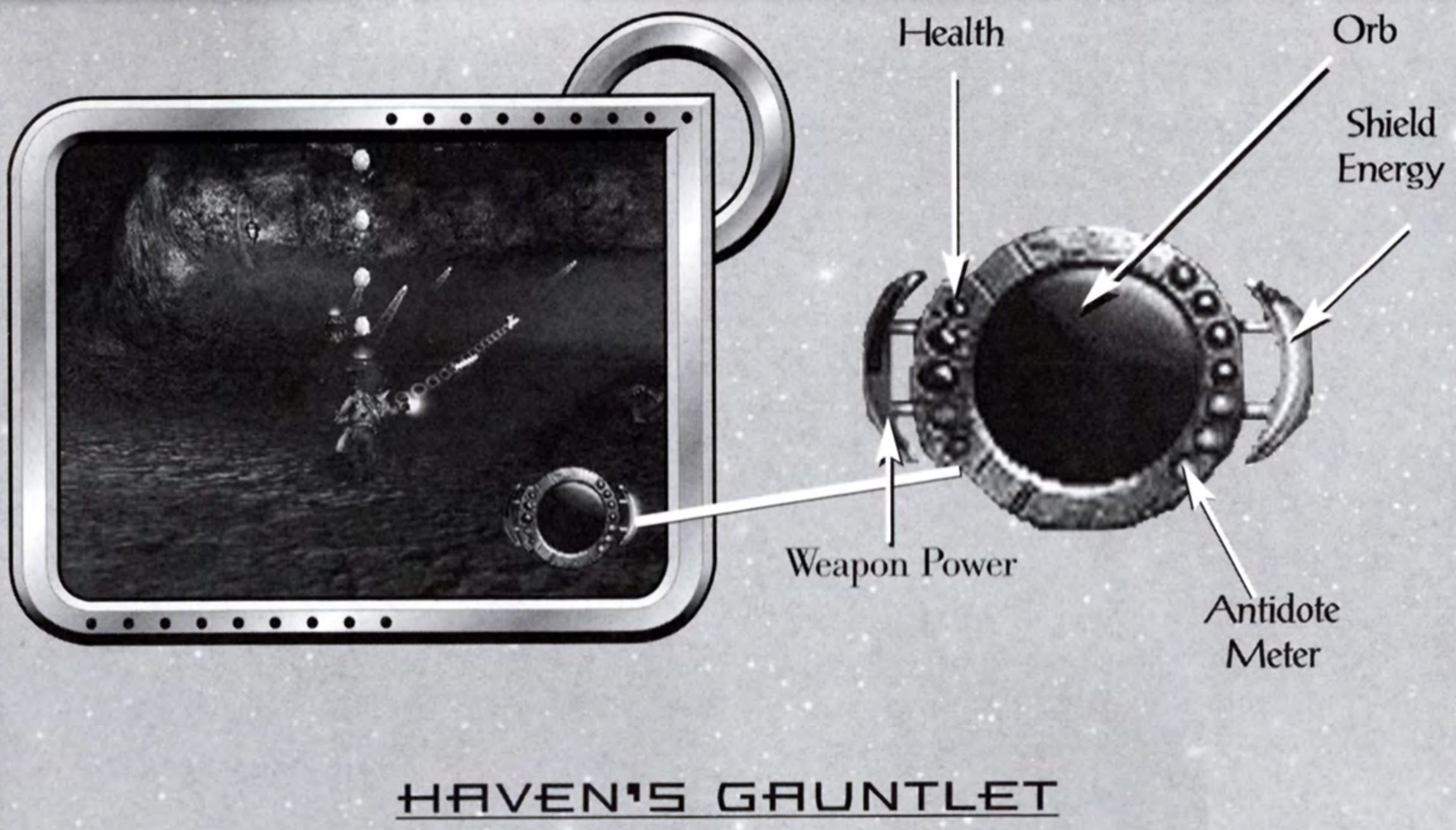
THE STORY

One thousand years ago, the good King Athellion departed his home world to fight in a glorious intergalactic crusade. Athellion left behind a giant bell called the Golden Voice atop the Mount of Sighs, to be rung to call his return should he ever be needed. While away, an evil being named Lord Vetch arrived and enslaved Athellion's people, commanding them to work tirelessly in the mines and fields gathering ore for his orbiting station.

To ensure their continued work, Vetch infected every slave with a deadly virus, which require a constant dose of antidote. By controlling the supply of antidote (Catana), Vetch could make sure that no insubordination was possible. Vetch had only one concern: the Golden Voice. He made sure the slave population had no knowledge of the Voice, or of the King's promise. Just to be safe, he placed massive security around the mountain itself so that no one could ever get close enough to ring the bell.

Recently, a young man named Haven, who knew no life other than slavery, began to be haunted by dreams of heroism ... dreams of a bell ... dreams of a King. When his careless admission of these visions reached the ears of one of Vetch's spies, Lord Vetch immediately commanded that Haven be destroyed. Haven barely escaped death, and found himself banished in unfamiliar territory, with only his wits and a limited supply of Catana. Will Haven discover the meaning of his dreams and find the Golden Voice? Or will Vetch find him first?

THE HUD



HAVEN'S GAUNTLET

HEALTH

Displays a meter of how much health Haven has. In order to increase his health, he must collect hearts during his quest.

WEAPON POWER

When acquiring special energy sources, Haven's Mag-Ball can be temporarily modified into several powerful weapons. Each weapon can only be used for a short time before the energy source is depleted. The weapon power meter will only appear when Haven acquires the special weapon. See the Valuable Items (pp. 13 - 16) section for a complete description of the types of weapons.

ANTIDOTE METER

Display represents the amount of antidote (Catana) you are currently carrying. As Haven goes through his journey, he must constantly consume and replenish his supply of Catana, or the deadly virus will begin to affect his health. (See Valuable Items on pp. 13 - 16). Don't let Haven run out of antidote!

THE HUD

Shield Energy

This meter serves two important purposes. When Haven is on foot, he can use his shield energy to deflect enemy fire, perform a variety of shield-enhanced attacks, and power up different kinds of machinery and energy pads. When Haven pilots vehicles and ships, the shield energy meter acts as a health gauge for that vehicle. When the meter is depleted, the vehicle is destroyed.

Orb

Haven's wrist Orb is a multifunctional guide to Haven's environment. When Haven pilots a vehicle it will serve as a radar. It will provide hints when Haven strikes a hint pot, and it will instruct him on how to operate machinery. Haven cannot afford to ignore the advice he'll get from his wrist Orb.

Radar Key

White Dot = Haven
Red Dot = Enemy craft/weapon
Blue Dot = Item to collect
Yellow Dot = Key location

Red Dot = Enemy craft/weapon
Yellow Dot = Key location

Memory Card

We highly recommend using a memory card for saving accumulated data. At regular intervals during play, your progress will automatically be saved to your Memory Card (8MB) (for PlayStation®2) in the save file you've selected. Autosave will require you to insert your memory card into MEMORY CARD slot 1 of your PlayStation®2 game console.

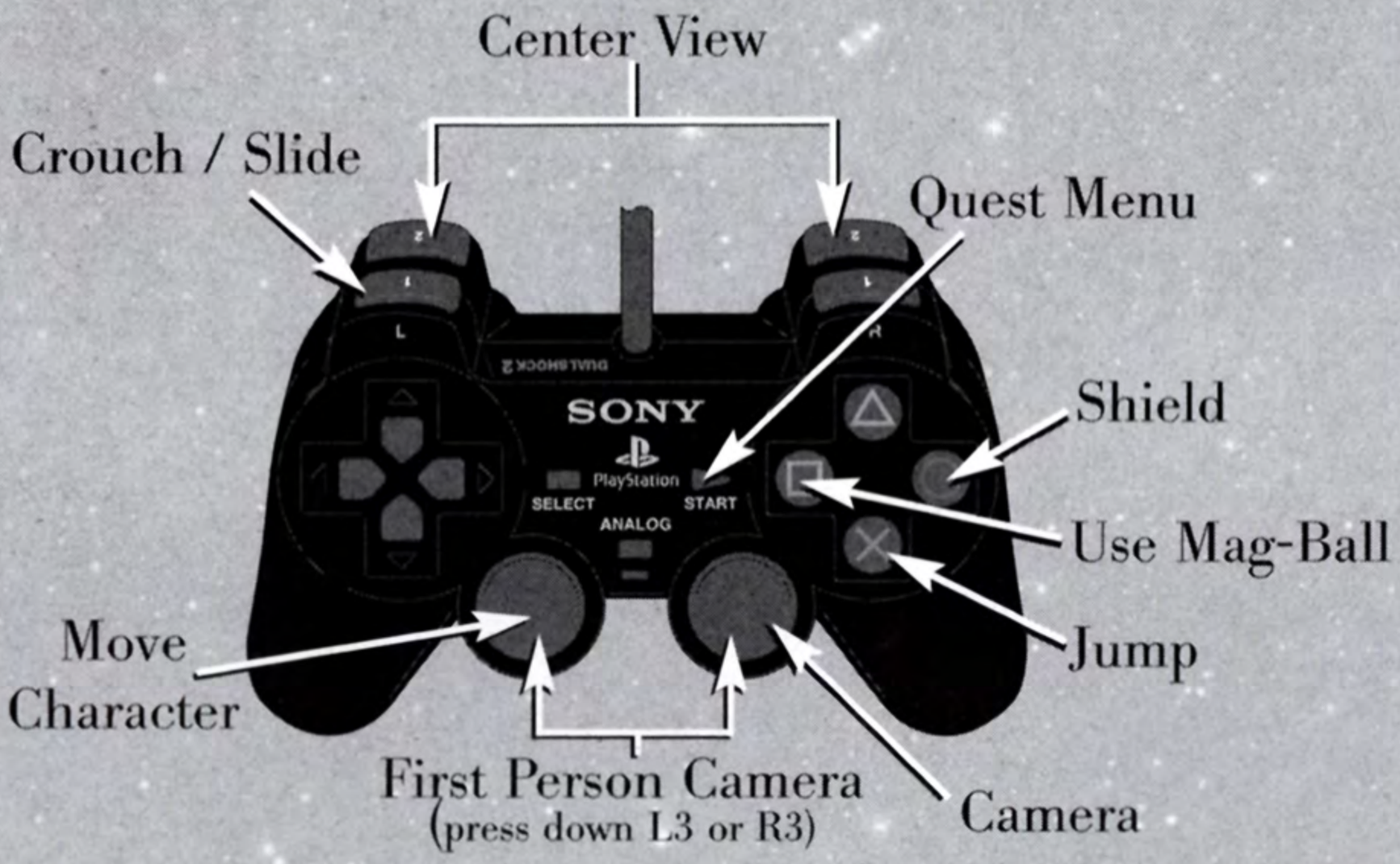
When you see the autosave icon, your game is saved. Do not remove the memory card, reset or turn off the console while it's on the screen!

IT IS ADVISED THAT YOU DO NOT INSERT OR REMOVE PERIPHERALS OR MEMORY CARDS ONCE THE POWER IS TURNED ON. MAKE SURE THERE IS ENOUGH FREE SPACE ON YOUR MEMORY CARD BEFORE COMMENCING PLAY.

GAME CONTROLS

Here are the control configurations for Haven: Call of the King. The controls are preset to guide Haven during his voyage through the different worlds. There are other control configurations needed for specific missions, which you will find in the following pages.

DEFAULT



Special Moves

L1 , ⊗ = High Jump
⊗ , ⊗ = Double Jump
L1 + Direction = Slide
Left Analog + ▢ = Lunge w/ Mag-Ball Attack

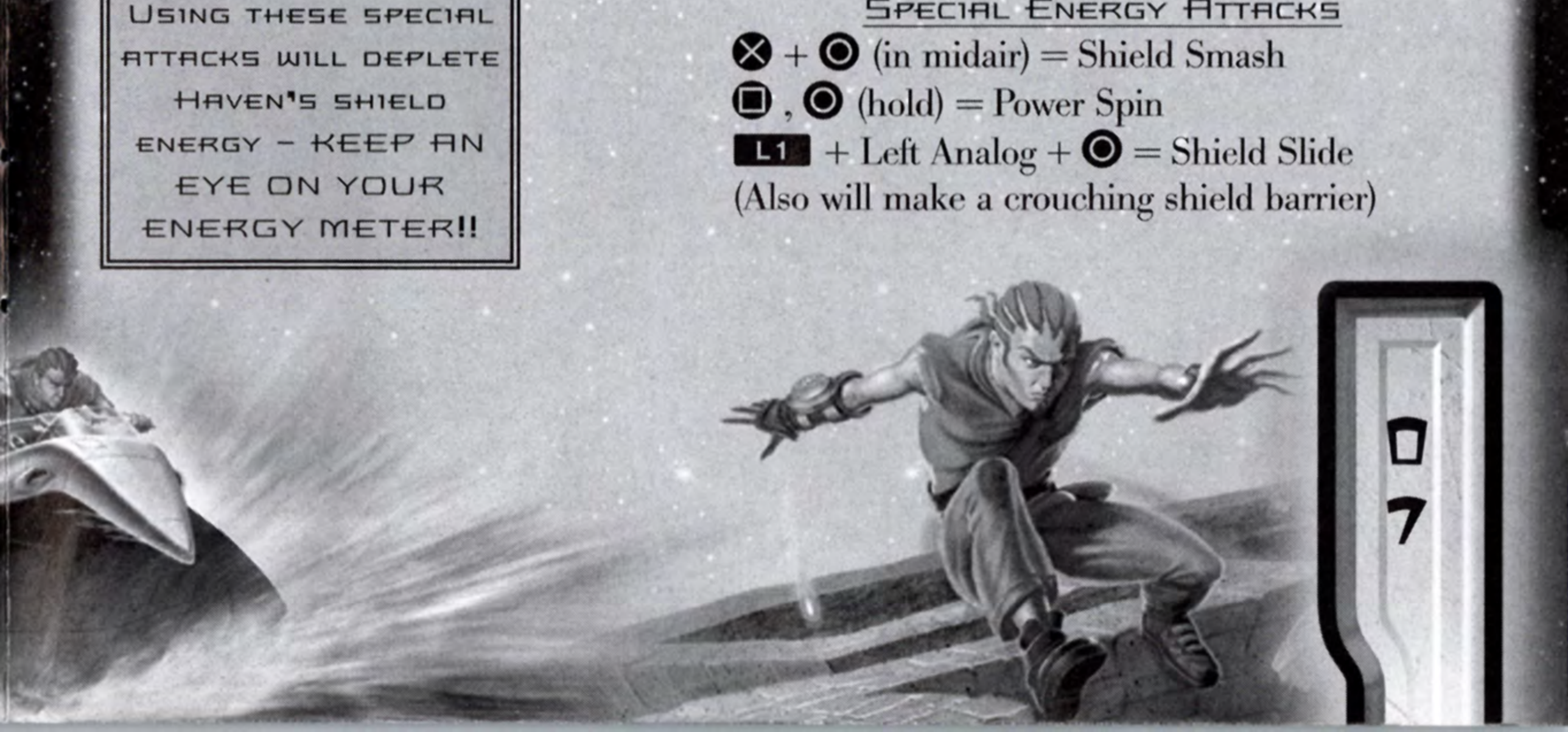
Underwater Controls

⊗ = Tread/Ascend/Jump Out
Left Analog = Swim/Dive
Left Analog + ⊗ = Surface Crawl Stroke

Special Energy Attacks

⊗ + ◎ (in midair) = Shield Smash
▢ , ◎ (hold) = Power Spin
L1 + Left Analog + ◎ = Shield Slide
(Also will make a crouching shield barrier)

USING THESE SPECIAL ATTACKS WILL DEPLETE HAVEN'S SHIELD ENERGY - KEEP AN EYE ON YOUR ENERGY METER!!



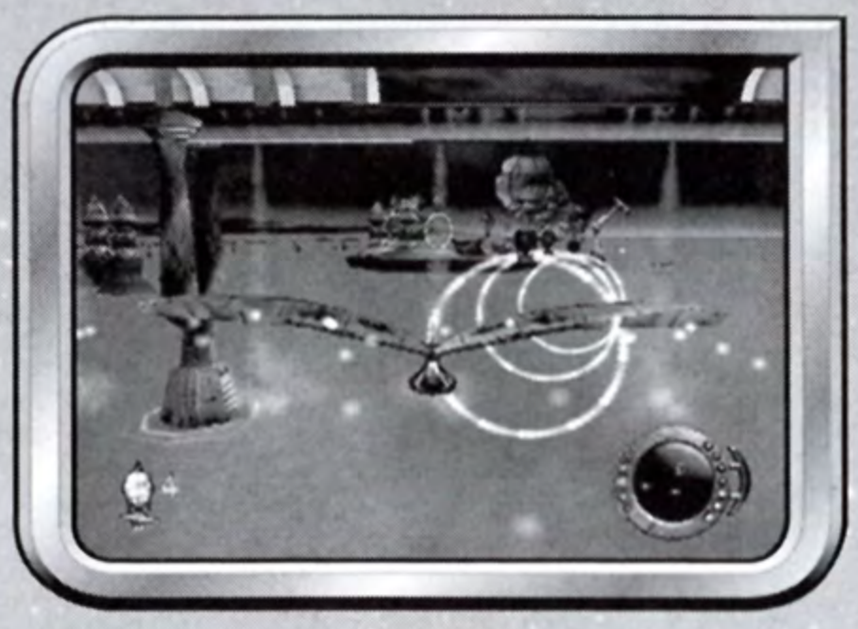
GAME CONTROLS

JET PACK

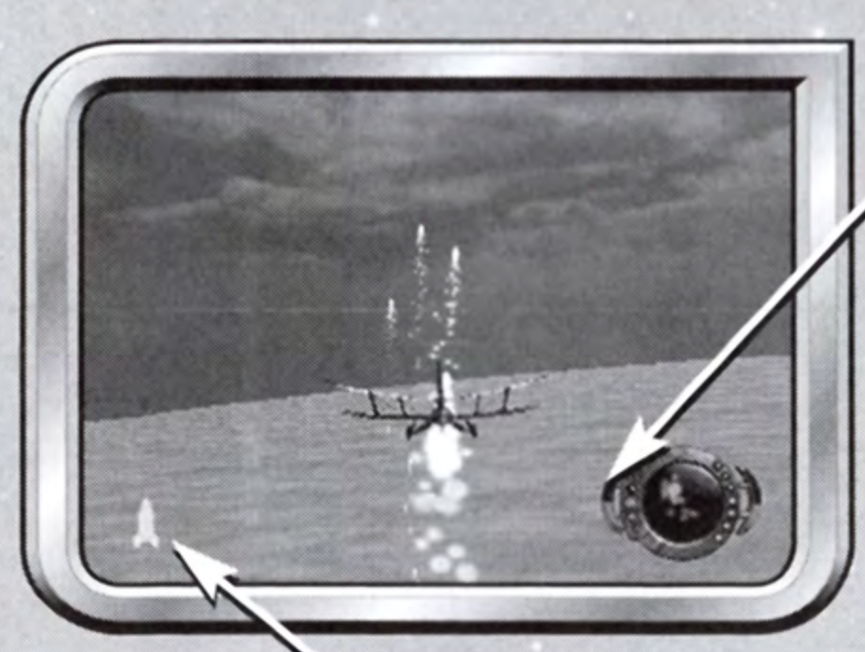
Jet Pack Fuel

GLIDER

↑ = Dive
↓ = Climb
← = Turn Left
→ = Turn Right



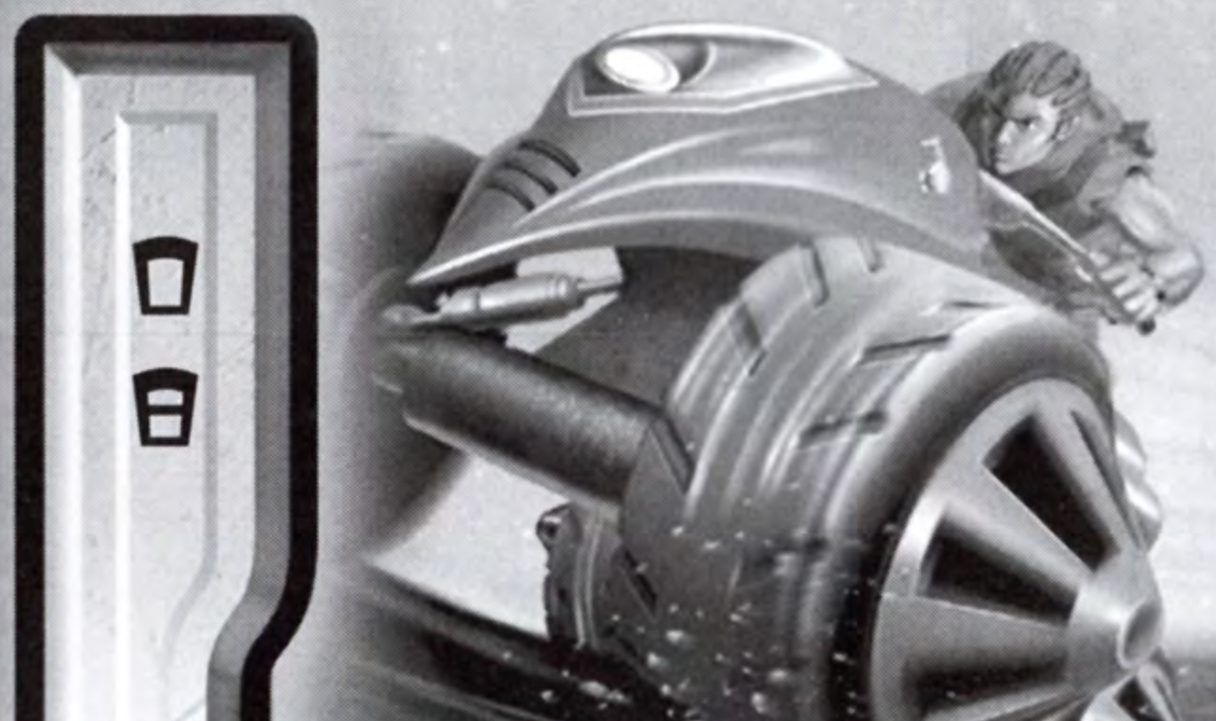
B1-PLANE



↑ = Dive
↓ = Climb
← = Turn Left
→ = Turn Right

← = Look Left
→ = Look Right

** Holding down the ⊗ button will increase your speed **



GAME CONTROLS

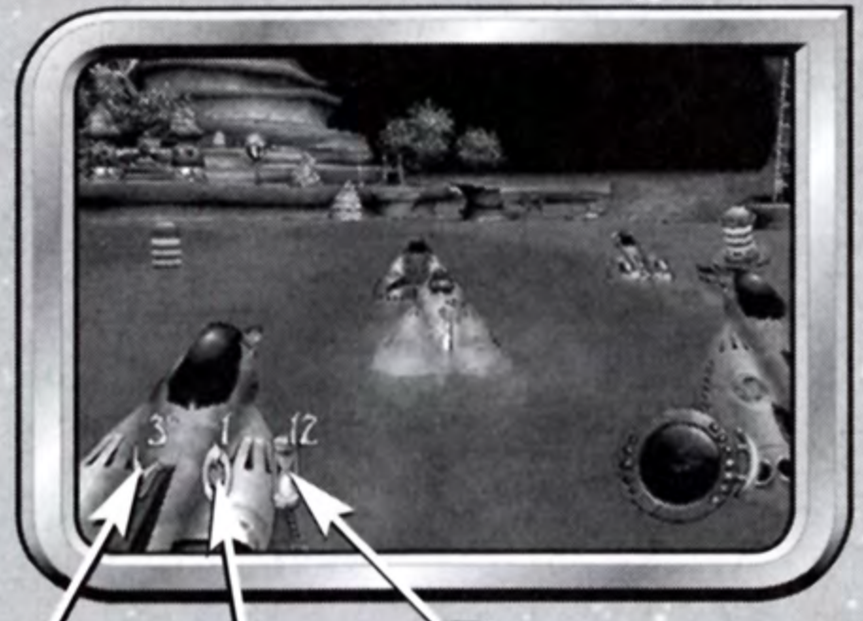
SPEEDBOAT

⬅ = Turn Left

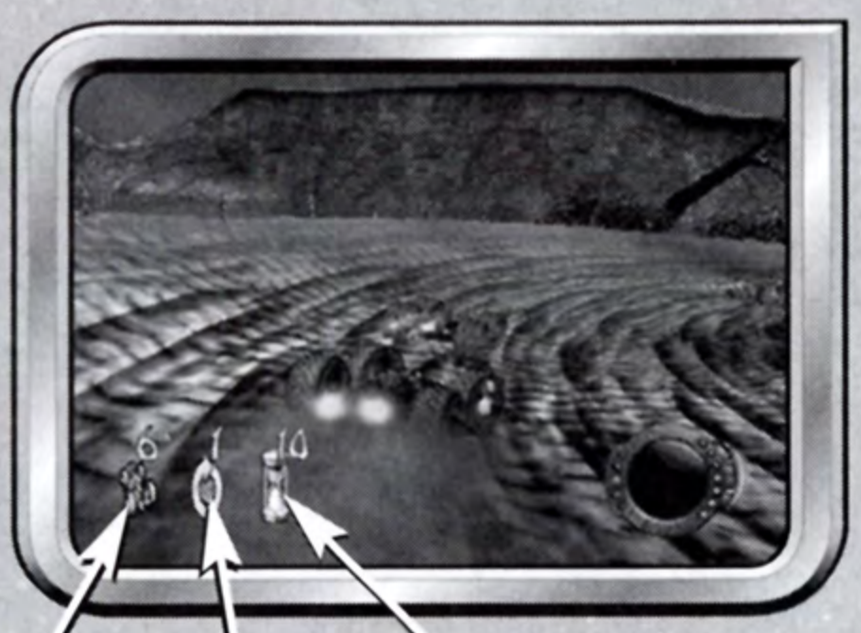
➡ = Turn Right

** Release ⊗ to decelerate **

Press and Hold ⊗ to accelerate



WHEN HAVEN RACES THE SPEEDBOAT OR THE QUAD RACER, BE AWARE OF THESE RACING ICONS!



QUAD RACER

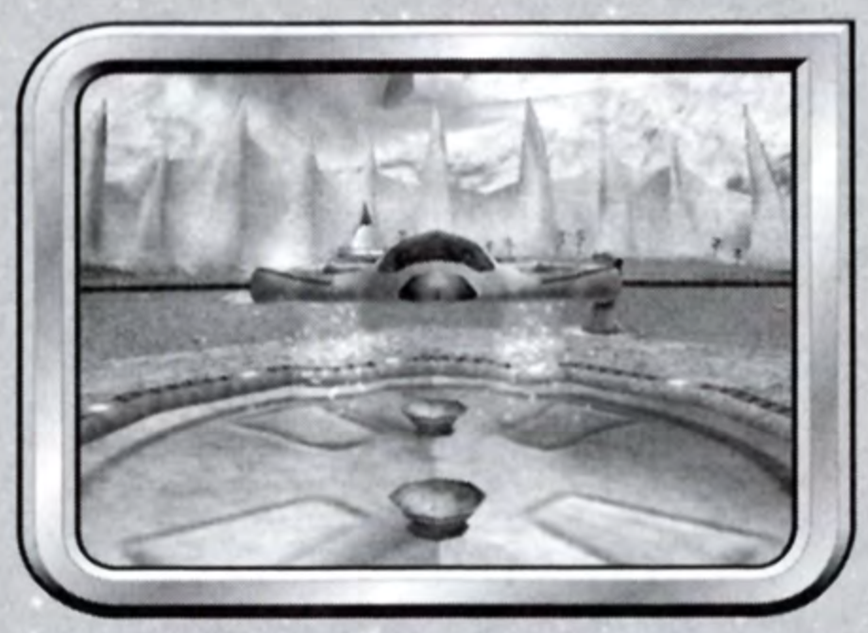
HOVERPLANE

⬆ = Forward

⬇ = Backward

⬅ = Turn Left

➡ = Turn Right

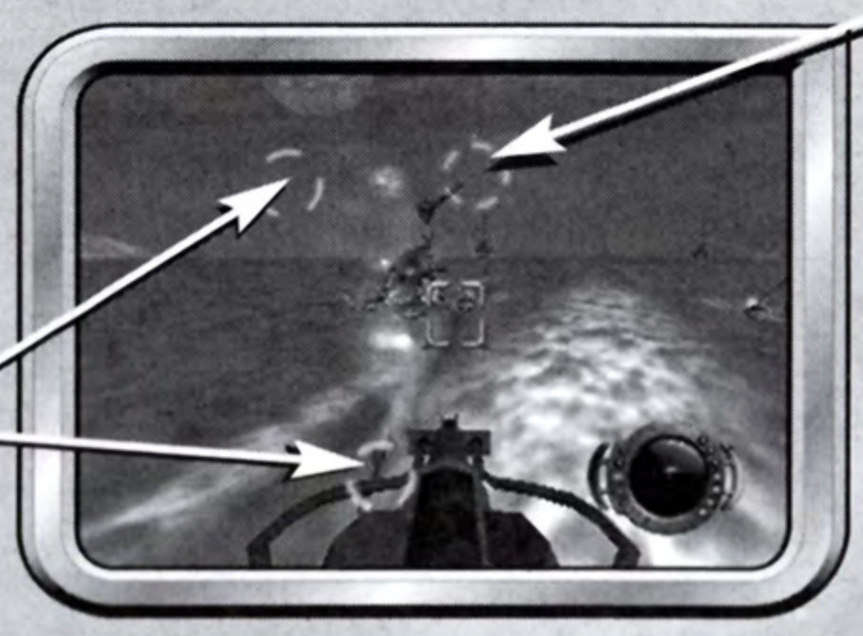


Ascend/Release to Descend

** You can land by pressing ◉ when you are near a Landing Platform **

GAME CONTROLS

TURRET

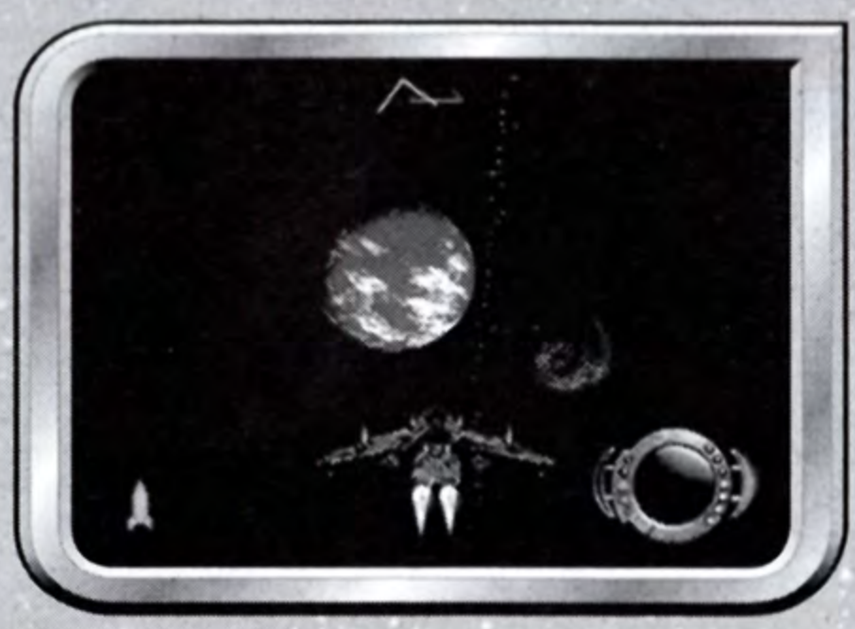


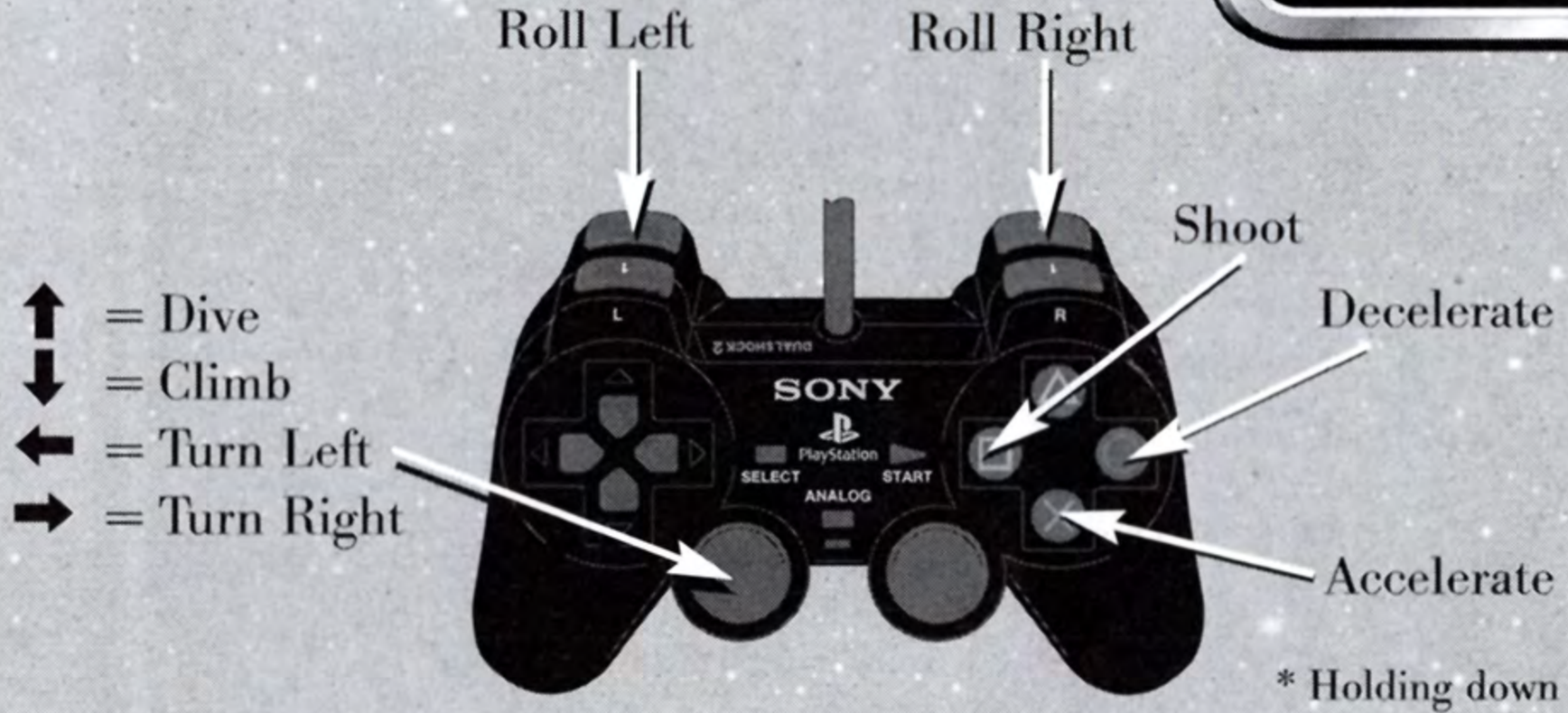
● = Shoot
Left Analog = Control Turret / Aim

◉ = Dismount Turret
(when applicable)

THE SUN SURFER

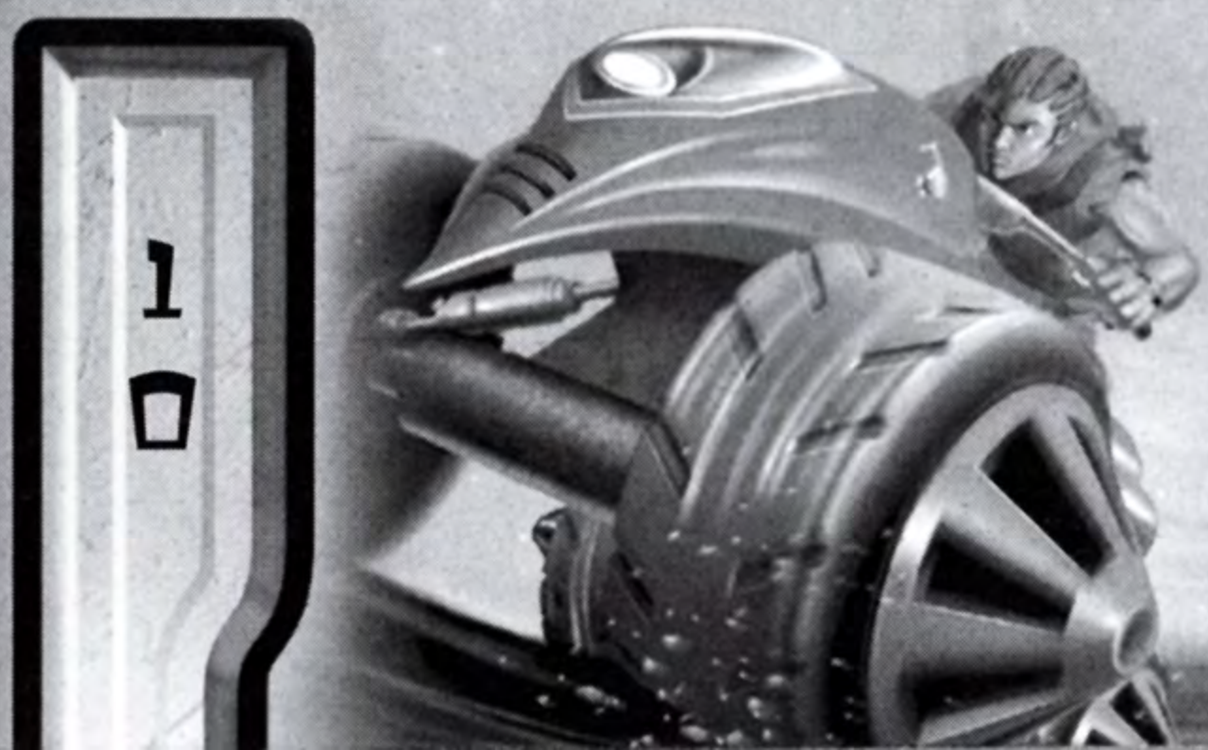
FLY CAREFULLY - COLLIDING WITH AN OBJECT WILL COST YOU HALF OF YOUR HEALTH!





* Holding down the ⊗ button will increase your speed *

The spaceship can acquire weapon powerups. For a complete description on the different powerups, please refer to page 22.



MAIN MENU

MAIN MENU SCREEN

NEW GAME

Selecting New Game will allow you to start a new Haven journey.

LOAD GAME

This will allow you to load a saved game from your Memory Card.

GAME OPTIONS

Allows you to choose Vibration on/off and to center the screen.

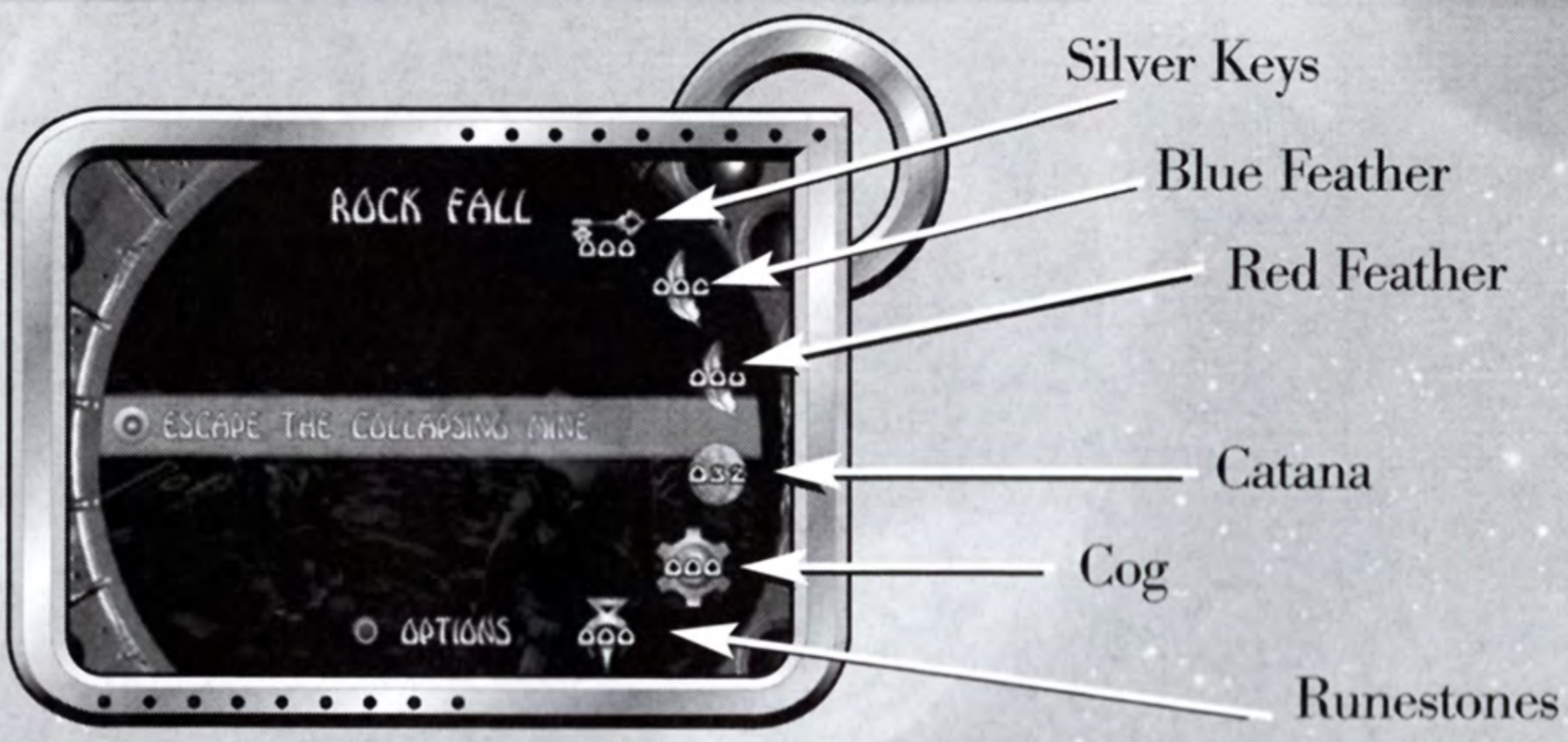
SOUND OPTIONS

Gives you the ability to control the volume for speech, music, sound effects, and ability for surround sound on/off.

EXTRAS

Access to concept art and "Making of Haven" feature.

GOALS/OPTIONS MENU



OPTIONS MENU

Game Options
Allows you to choose vibration on/off, and to center the screen.

Sound Options
Gives you the ability to control the volume for speech, music, sound effects, and ability for surround sound on/off.

Load / Save
Where you'll be able to save, load, or delete a current saved file off of your Memory Card.

Replay A Level
You'll be able to replay a level that you've already accomplished.

Quit Game
Allows you to quit the current level that you're playing.

Exit
You'll be able to exit out of the Options Menu and return to your current game.

VALUABLE ITEMS

COLLECTABLE ITEMS

HEART ICONS: Collecting the heart icons will add one life point to Haven's health meter on the HUD.

CATANA: Vetch has poisoned Haven and all his people with a life draining virus. Doses of natural antidote – Catana – can be found all over the solar system. Haven must continually replenish his supply, or he'll become too sick to continue. Every ten units of Catana acquired is registered as a new green point on the HUD.

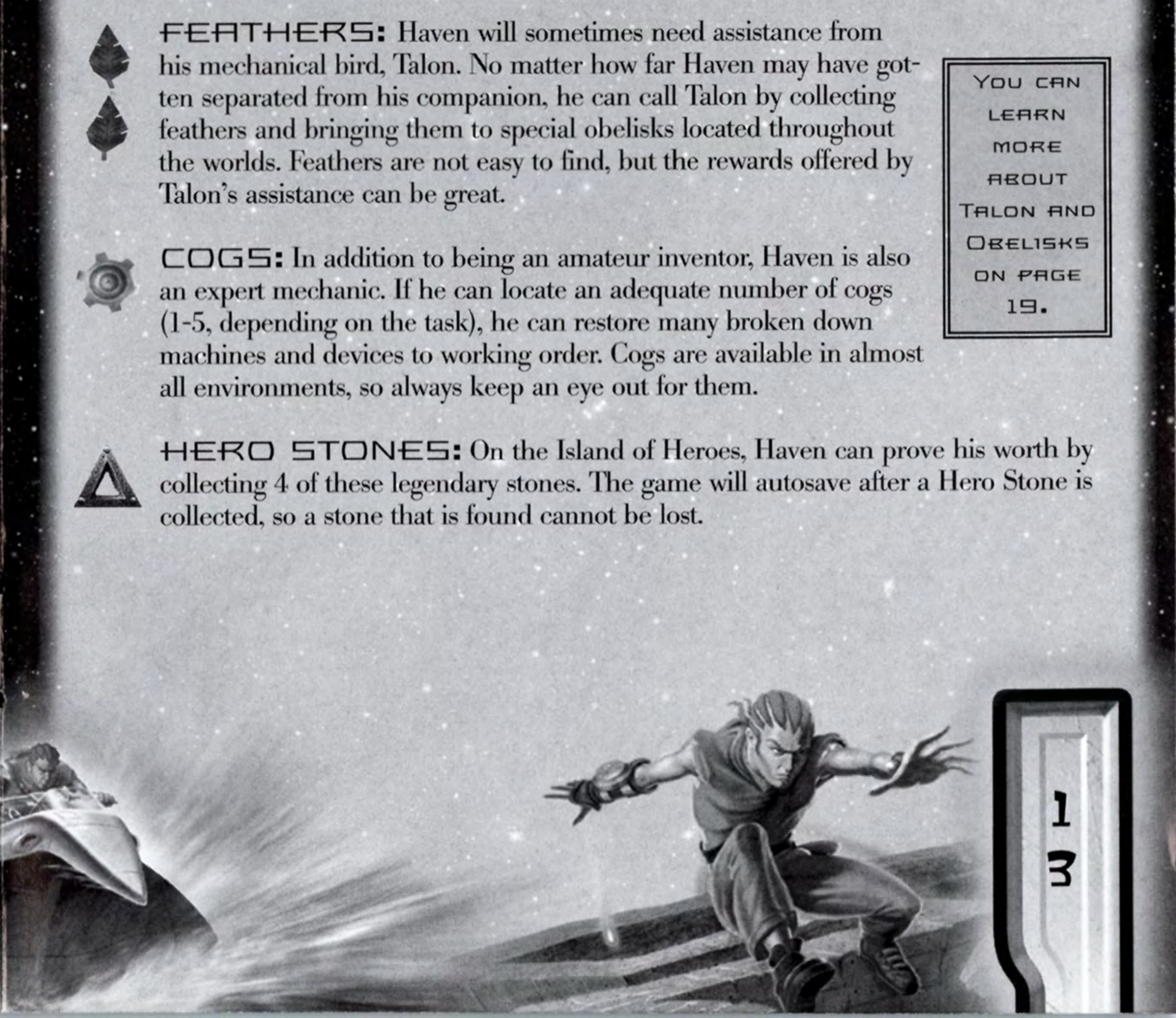
SHIELD ENERGY: Energy is needed for Haven to perform special attacks and for his defensive shield. Haven's energy meter will deplete each time the user performs a special attack or powers up machinery. Collecting energy particles will add energy back to his energy meter on the HUD.

FEATHERS: Haven will sometimes need assistance from his mechanical bird, Talon. No matter how far Haven may have gotten separated from his companion, he can call Talon by collecting feathers and bringing them to special obelisks located throughout the worlds. Feathers are not easy to find, but the rewards offered by Talon's assistance can be great.

You can learn more about Talon and Obelisks on page 19.

COGS: In addition to being an amateur inventor, Haven is also an expert mechanic. If he can locate an adequate number of cogs (1-5, depending on the task), he can restore many broken down machines and devices to working order. Cogs are available in almost all environments, so always keep an eye out for them.

HERO STONES: On the Island of Heroes, Haven can prove his worth by collecting 4 of these legendary stones. The game will autosave after a Hero Stone is collected, so a stone that is found cannot be lost.



VALUABLE ITEMS

SILVER KEYS: Some levels contain floating silver keys. If Haven collects enough of these keys, he may be able to open some very stubborn pots.

SHIELD DRAGONS: If you look closely at fire pots, you'll sometimes find one with a blue flame. These pots contain Shield Dragons. Shield Dragons are friendly sprites who are attracted to the glow of Haven's energy shield. They can be very useful. Hold your shield out as you run, and the Shield Dragon will follow you anywhere. They can break otherwise unbreakable flaming pots, and provide light in dark areas.

!! CAUTION!! A SHIELD DRAGON WHO GETS TOO CLOSE TO A NEW FIRE POT WILL FORGET ABOUT YOU AND MAKE THE FIRE POT HIS NEW HOME. BREAK THE FIRE POT TO FREE THE SHIELD DRAGON AGAIN, OR KEEP HIM THERE FOR LATER USE.

RUNESTONES: These ancient stones are of unknown origin; their existence predates even the reign of Athellion. Finding these rare ancient stones will allow Haven to unlock great treasures. And when Haven unlocks these treasures, they will guide him to ancient bunkers on the forgotten continents. The contents of these lost bunkers are completely unknown. So, tread carefully.

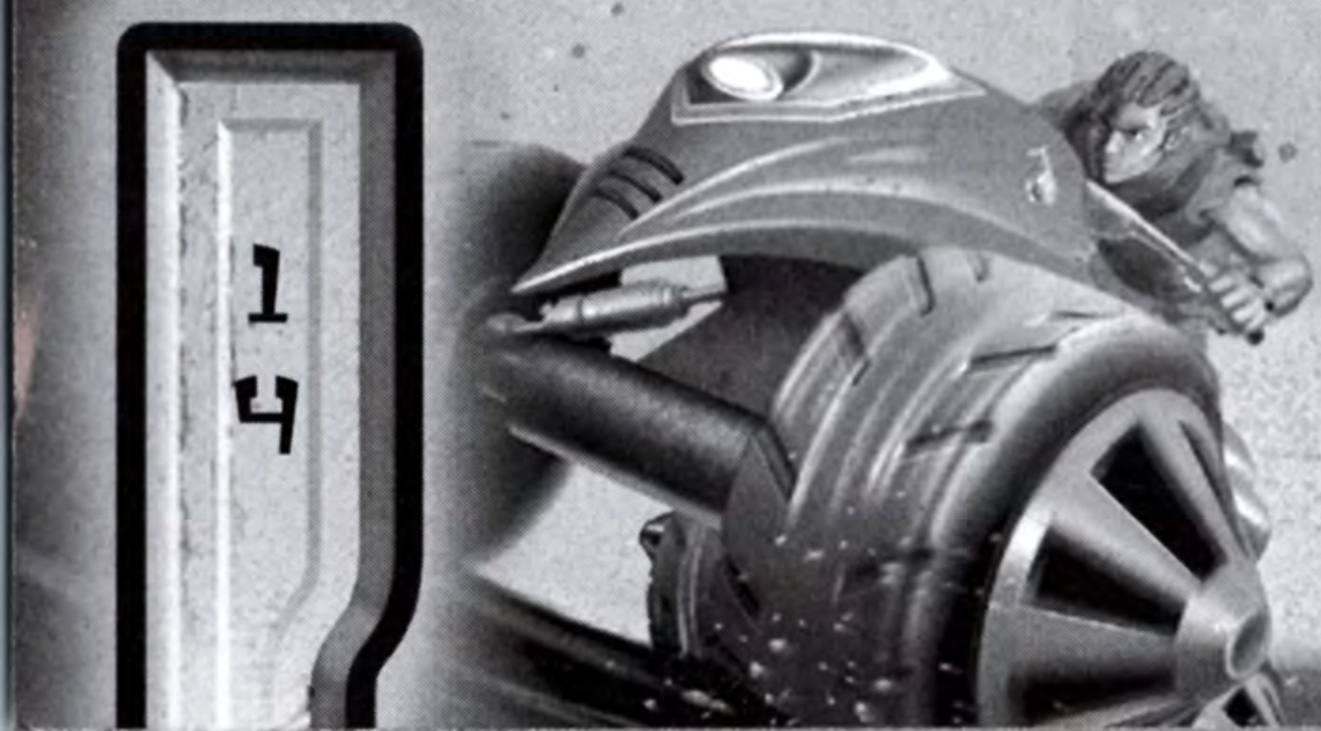
POTS

(Pots are located all over Haven's worlds, and contain an equal mix of help and danger. Learn to recognize the different kinds of pots on sight and your quest will be an easier one.)

THE GOOD

STANDARD POTS: These basic yellow pots are in plentiful supply and can be destroyed with a single shot. They contain either hearts or Catana.

WEAPON POTS: These pots look like Standard Pots, but have no lid and are indestructible. If you strike one, a weapon will be released.



VALUABLE ITEMS

ENERGY POTS: These purple pots provide an endless supply of shield energy. To energize, jump inside the pot.

> TO PERFORM A SHIELD-ENHANCED SUPER JUMP, PRESS ◉ WHILE INSIDE AN ENERGY POT. CAUTION!! THIS WILL DEPLETE ALL OF HAVEN'S SHIELD ENERGY!

HINT POTS: When Haven strikes the green Hint Pots, his wrist orb will provide crucial data on how to proceed through the level.

SHIELD DRAGON POTS: A Shield Dragon Pot looks very similar to a standard firepot, but actually contains a very helpful Shield Dragon. Look closely and you'll see a blue glow in the flame on top of this pot.

SMOKE POTS: Hit the Smoke Pots to release a cloud of thick fog. When many enemies are present, the smoke cloud can permit Haven to move around undetected.

RUNEPOTS: Runepots don't appear often, but contain Runestones, the rarest items in the game. They are locked shut and quite indestructible. The only way to open one is to find all the silver keys on the Runepot's level.

THE BAD

SPIKEY POTS: These are like Standard Pots, but with spikey defenses. Find it's weak point, and attack!

BLINKING POTS: Strike a Blinking Pot and destroy it. When you do, several wireframe pots in the immediate vicinity will gain form. The newly formed pots might be helpful or dangerous, so keep a safe distance.

SHIELDED POTS: These pots contain some kind of goodie, but are protected by an energy shield. Haven will have to deplete his energy with a shield smash to break the pot.

VALUABLE ITEMS

FIRE POTS: The fire pot is a solid red pot that lies and waits for a curious intruder. When it is struck, it explodes.

FLAMING POTS: Another type of shielded pot that usually contains some kind of prize. These pots are protected by a wall of fire and can only be broken with the help of a Shield Dragon.

The Ugly

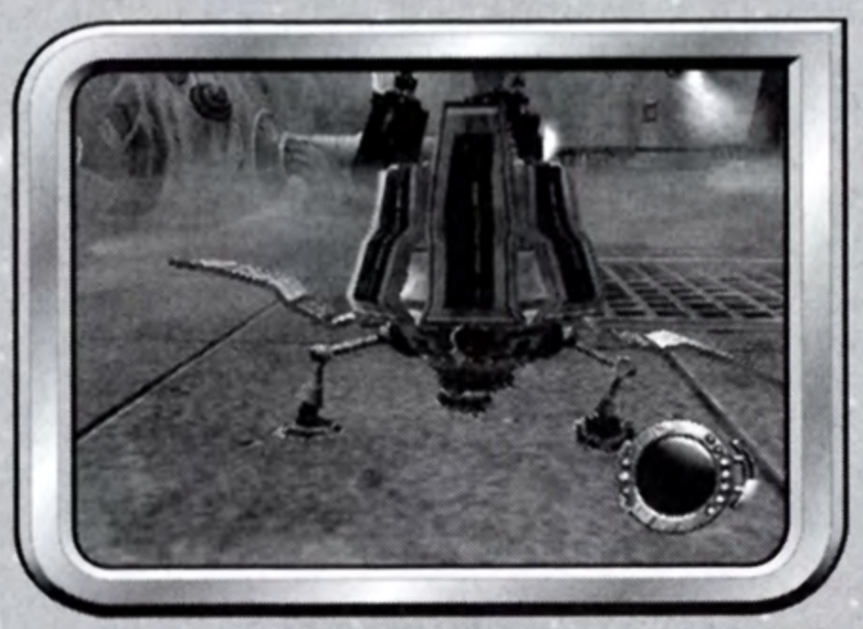
BOMB POTS: When Haven enters the proximity range of these booby traps, the fuse is lit and they explode in a matter of seconds.

GREEN ACID POTS: Pots that are filled with dangerous acid. If Haven even comes close, they become unstable and explode.

POTBOTS: An innocent looking pot which is in reality a dangerous predator. It's tough to spot these in advance, since they are practiced mimics. Be on your guard.

POTBOT IN DISGUISE

POTBOT READY TO ATTACK

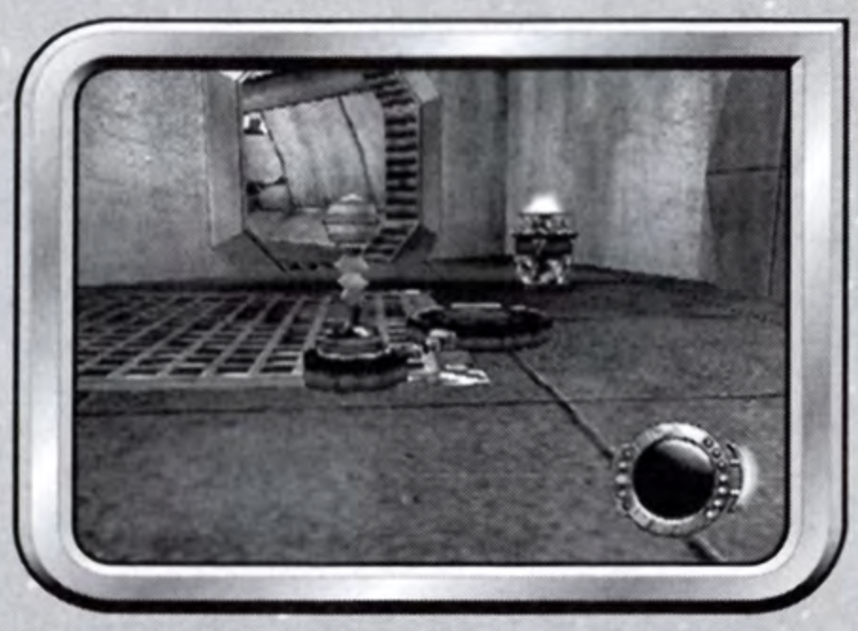


MACHINES & DEVICES

The worlds of Haven's universe are littered with old machinery and strange artifacts; some are derelict and can be rebuilt, others simply need to be recharged. Here are a few of the most common.

POWER STICKS: Power Sticks are basic energy collectors that Haven will encounter just about everywhere. They can be used to store energy, to collect energy, and to power up larger machines.

- Stand close to a Power Stick and your shield energy will naturally flow into it. This charges up the power stick.
- Strike the Power Stick with your Mag-Ball and you will recollect any energy that may be stored there.

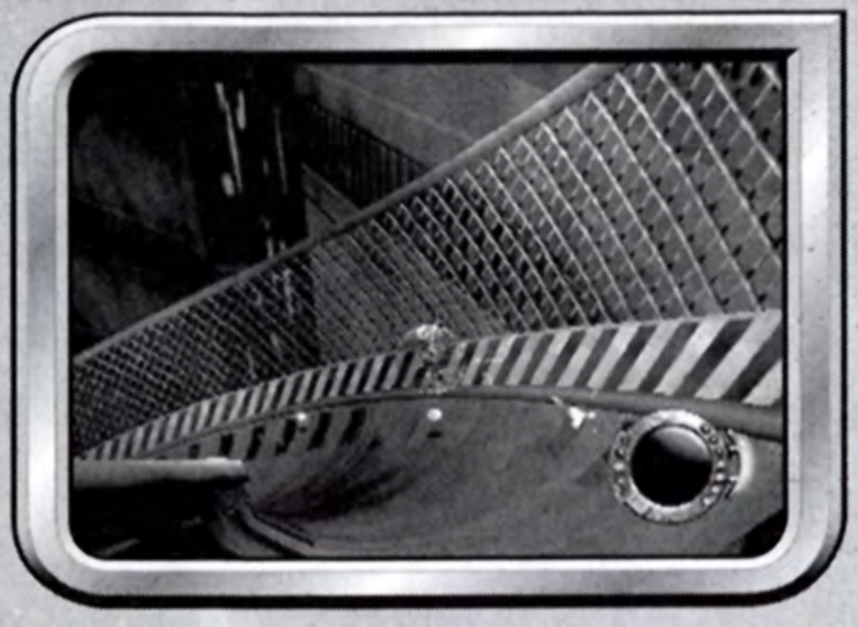


SOME SHIELDED DOORS ARE POWERED BY POWER STICKS. IF YOU FIND THE POWER STICK AND TAKE ITS ENERGY, YOU MAY BE ABLE TO DEACTIVATE THE SHIELD.

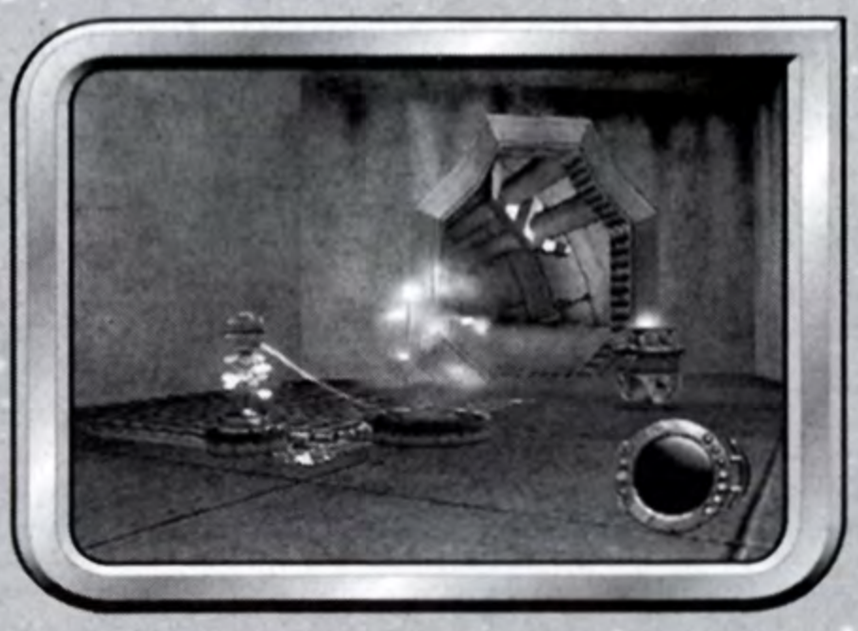
MAGRIDER: Some power sticks, if they are fully charged, will activate a useful device called the Magrider. A bolt of pure energy will flow outward from the machine to a distant receptor. If Haven steps underneath the energy, he can use his Mag-Ball to hitch a ride to otherwise unreachable destinations.

ENERGY SPINNER: This is an older mechanism that was traditionally used by Haven's race to generate power manually. They can be found, still functional, in a few locations. Hit the spinner with your Mag-Ball and it will begin to generate shield power.

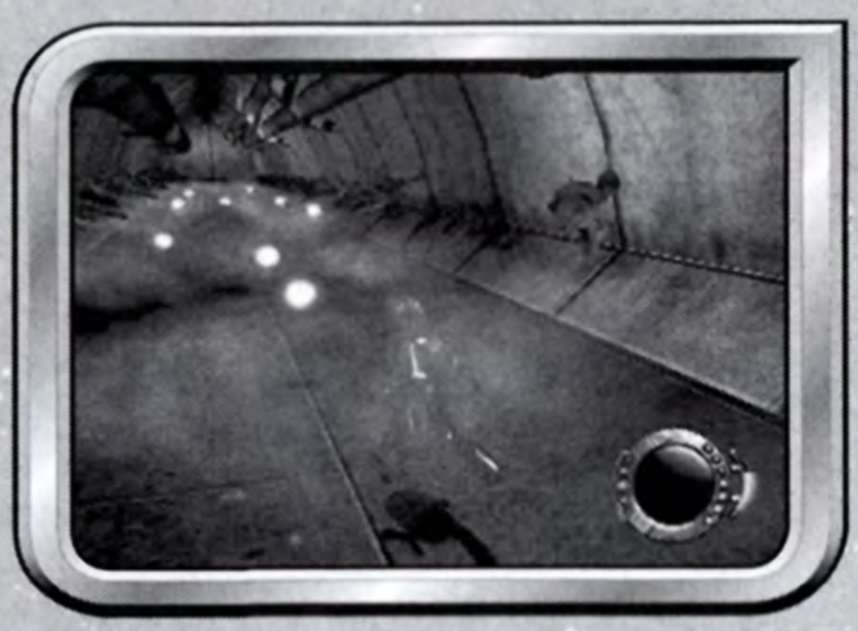
MACHINES & DEVICES



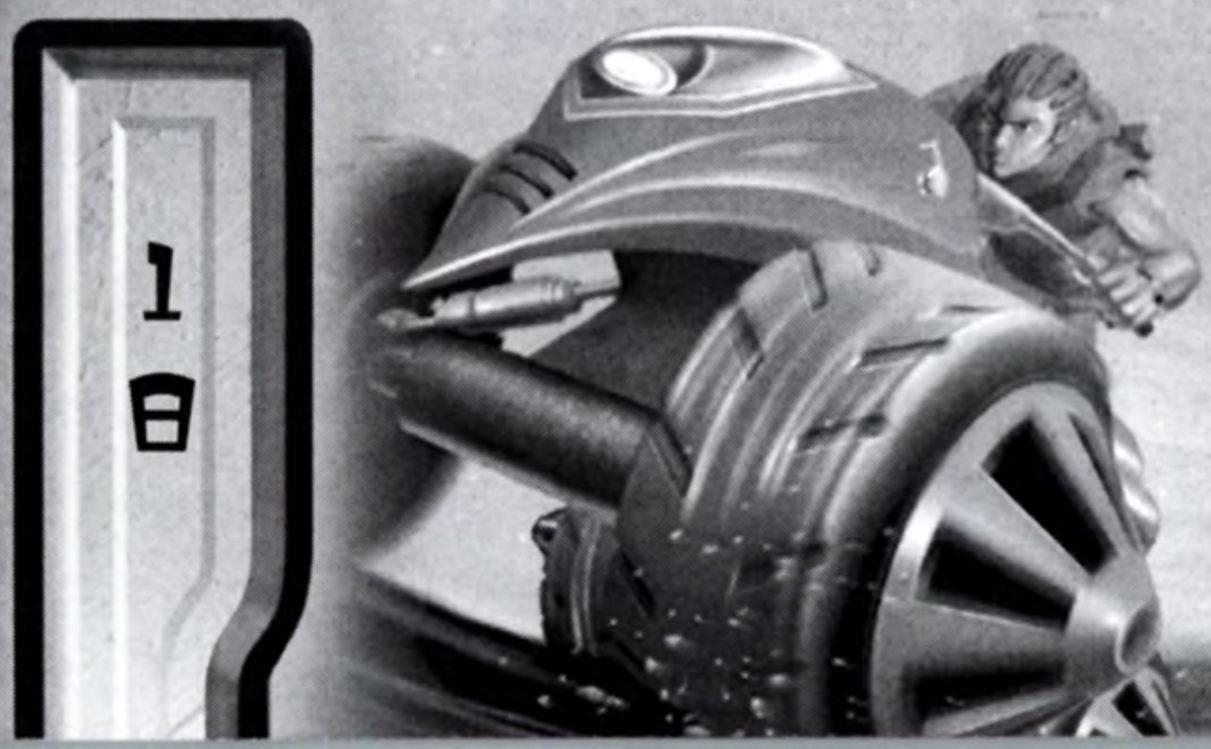
SPHERI SHIELD: Another device that can be activated by a fully charged power stick. When Haven steps on the Spheri Shield pad, his entire body is surrounded by his shield, providing complete invincibility. This shield depletes quickly, but Haven can extend its lifespan by picking up additional units of shield energy as he rolls along.



GLASS SHIELD: When Haven charges up the Glass Shield and steps on the pad, his body will turn transparent and he will temporarily gain immunity from enemy fire. Again, the effect is short lived; find more shield energy units as you go and you can preserve the Glass Shield.



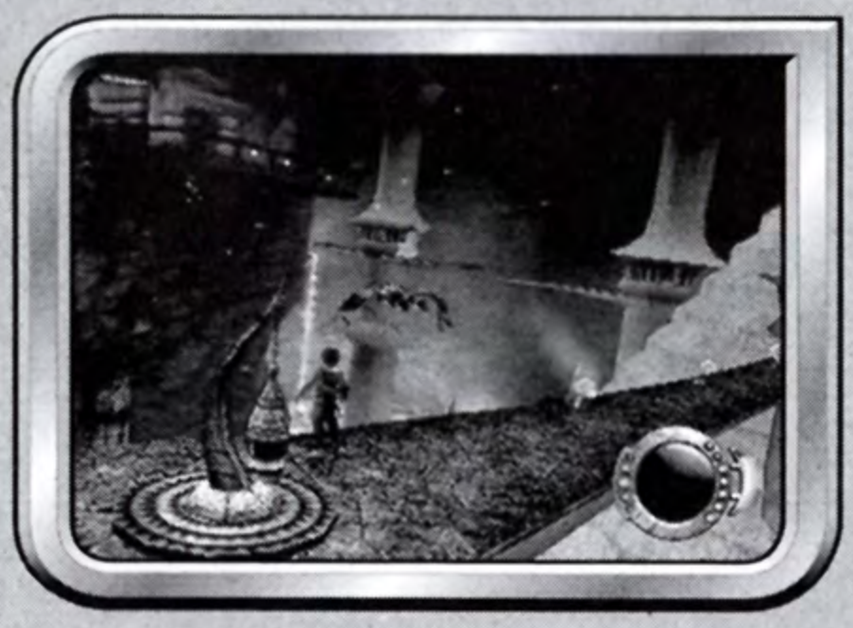
MAG-BALL GRIND: Look out for electrically charged ceilings with a purple glow. These are Mag-Ball Grinds. Similar to Magriders, Haven can jump up with his Mag-Ball and hitch a ride to a distant destination. Watch out though; sometimes the path of a Mag-Ball Grind can be full of obstacles or tight corners. Use the Left Analog Stick to steer Haven along a safe course.



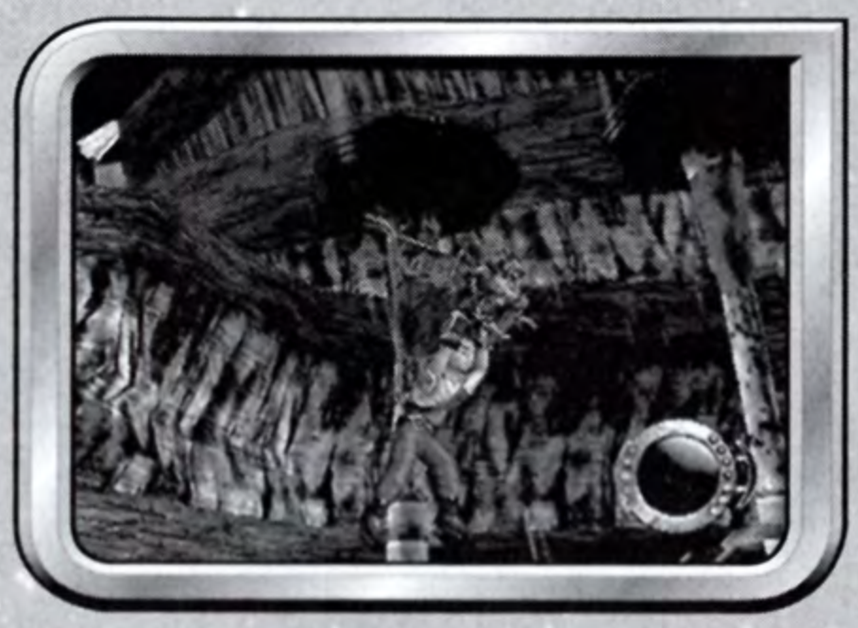
MACHINES & DEVICES

OBELISKS: Scattered through the worlds are several of these strange beacons known as Obelisks. Bring feathers to the Obelisks and you can summon your mechanical bird, Talon.

TALON: Life for a slave can be boring, especially for someone as inventive and restless as Haven. Talon is Haven's own creation: a fully independent mechanical bird, built out of spare parts and stolen power cells. Throughout the quest, Haven can summon Talon by bringing a certain number of feathers to the Obelisks.



Sometimes, Talon can be used to fetch something too distant for Haven to reach, or possibly complete a high-altitude task that Haven can't manage. And sometimes, Talon can actually give Haven a ride.

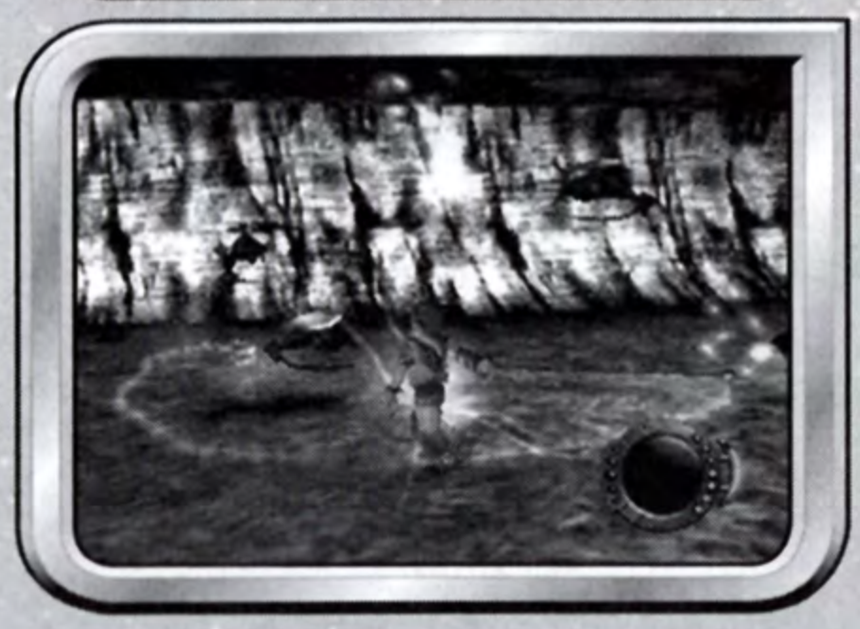


If Haven encounters obstacles while flying with Talon, you'll be dropped!! Use the Left Analog Stick to avoid them.

WEAPONS

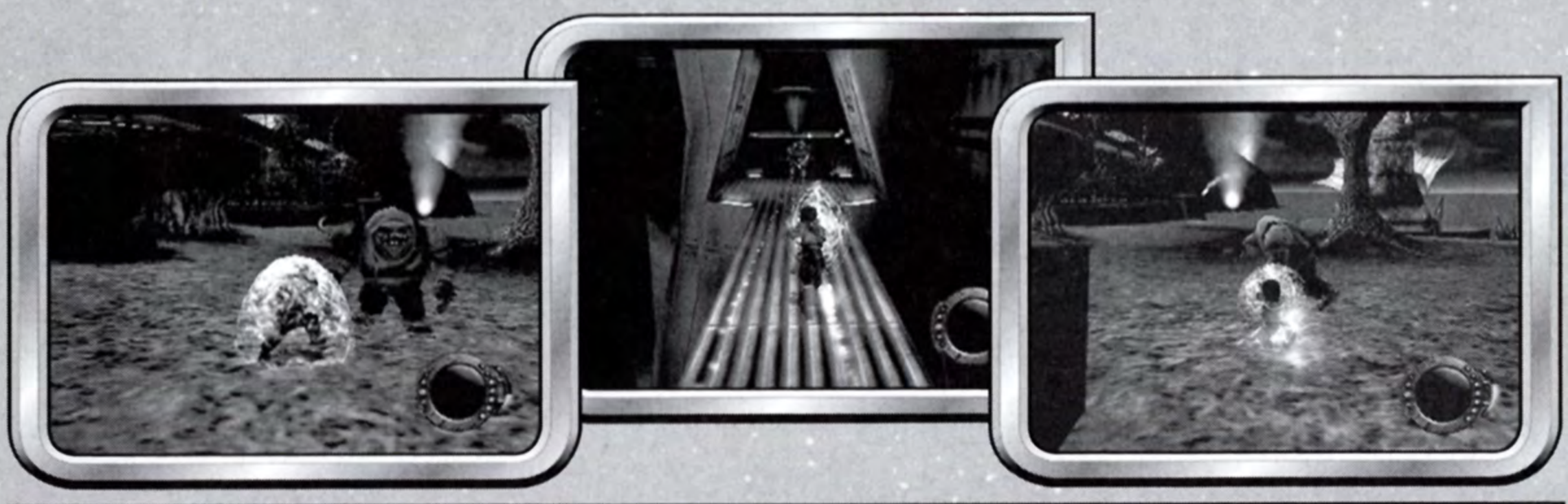
THE MAG-BALL: Doctored out of Haven's standard-issue mining laser, the Mag-Ball and accompanying energy shield are powerful and versatile weapons.

When Haven is on foot, press the ▣ button to sling out the Mag-Ball in a yo-yo shot. The charge at the tip is powerful enough to immediately disable most enemies and shatter most pots.

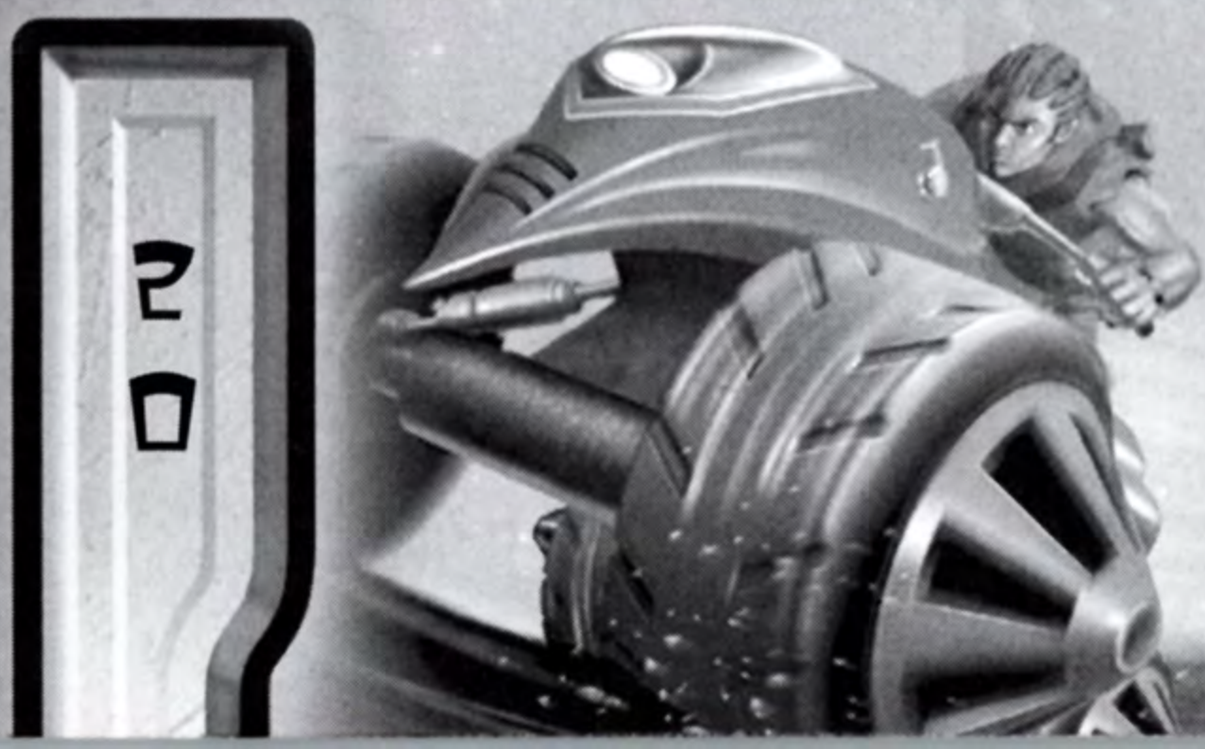


THE SHIELD: Press the ◉ button to hold out your energy shield. The shield can deflect almost any particle weapon shot, and protect Haven from all kinds of environmental dangers. Use L1 to crouch, and the shield becomes a perfect dome while crawling around.

Experiment with the Mag-Ball and the shield to find powerful combo attacks. For example, when both are pressed at once Haven performs a charged spin-attack, perfect for when Haven just needs a little "personal space."



WHEN THE SHIELD IS HELD OUT IN THE READY POSITION, IT DOES NOT DRAIN ENERGY. WHEN USED TO PROTECT OR DEFLECT, IT WILL LOSE POWER. WATCH YOUR ENERGY METER!



Other Weapons

When Haven discovers alternative energy sources, (represented by triangular icons), he can temporarily modify his Mag-Ball into weapons of greater power. Familiarize yourself with the different varieties.

LASER SHOT (YELLOW): This is a basic, fast moving projectile shot. Use it to disable distant enemies.

RAPID FIRE CANNON (BLUE): Similar to the Laser Shot, but more highly concentrated for an uninterrupted burst of rapid fire. Hold down the fire button and unleash a little hurt.

RICOCHET CANNON (GREEN): A rapid fire particle disperser that will bounce off of walls and eliminate anything in its way. Indoor use not recommended.

FIVE-WAY SHOT (PURPLE): Every time the Five-Way Shot is fired, a spread of projectiles will blanket your enemies in a V-pattern. An effective weapon when Haven is surrounded.

PLASMA SHOT (ORANGE): A loud, powerful burst of concentrated plasma. It's large, it's quick, and it's difficult to avoid.

LOOK OUT FOR A LIGHT BLUE TRIANGLE.

THE ENERGY SOURCE IS TOO WEAK TO MAKE A DECENT WEAPON, BUT IT COMES IN HANDY AS A FLASHLIGHT. USE IT TO SHED A LITTLE LIGHT ON DARK CORNERS.

WEAPONS

Powerups for the Sun Surfer

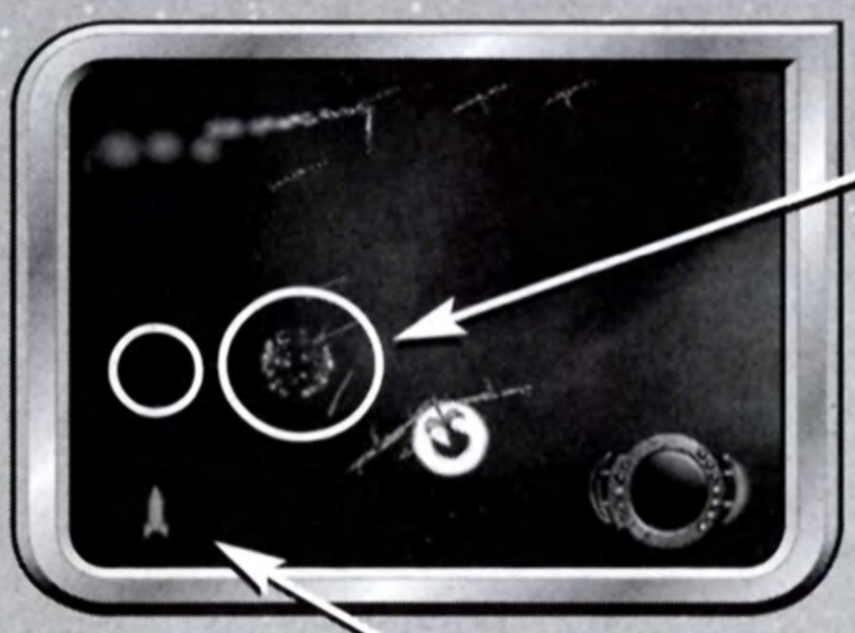
Enemy ships may drop powerups when they are destroyed. A talented pilot may be able to collect them while in the thick of battle.

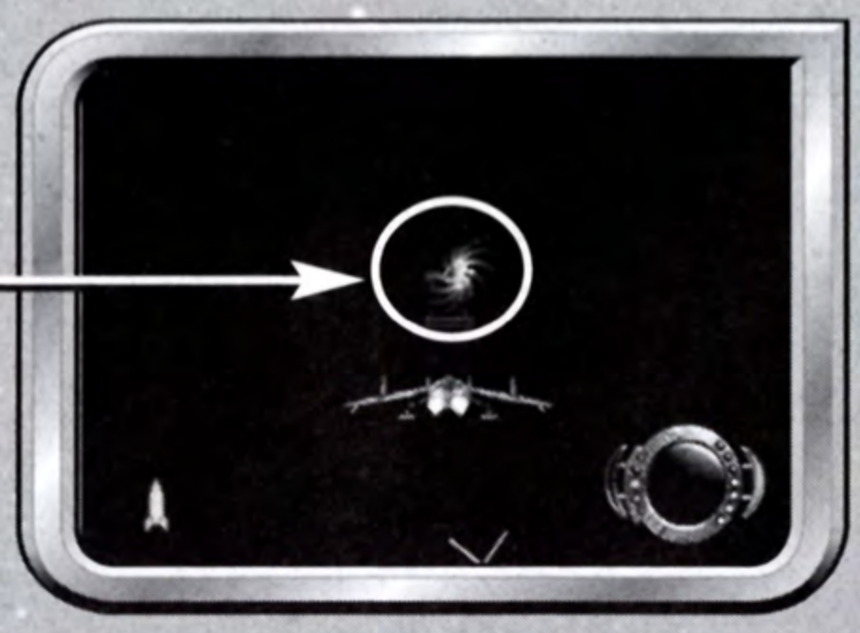
Double Shot: The double shot powerup enables the twin cannons on the nose of the Sun Surfer. Two shots for the price of one.

Plasma Torpedoes: These superheated plasma bursts are the strongest weapon in the Sun Surfer's arsenal. They do triple the damage of ordinary fire and are essential for disabling shield generators.

Hull Shield: The Sun Surfer can also convert raw energy into a temporary shield for the hull. It offers about ten seconds of complete protection.

Watch out for aerial mines dropped by Vetch's fleet. They look like powerups from a distance, but are deadly on contact.





During your interstellar battle, your weapon icon will change as you acquire more powerup vortexes.

CHARACTERS

HAVEN: A slave who dreams of a better life free from the bonds of slavery. Lately, he's been having a recurring dream of an ancient bell known as the "Golden Voice" that has a ring that is so powerful it wakes him from his slumber. During the day, when he isn't slaving away in the mines, Haven is a skilled inventor, an expert mechanic, and generally a loudmouth.

TALON: Haven's greatest and only working creation. He's a bit bumbling in the beginning, but is a very fast learner. While Talon can only communicate in beeps and squawks, it is quite easy to understand him. Talon at times feels like Haven does not appreciate him enough and can be a little full of himself. While he may be a little self-centered, Talon can always be relied upon in a crunch.

CHESS: Haven's best friend. She too longs to one day be free from Vetch's grasp. She always seems to be getting herself into trouble. She likes Haven, but gets a little frustrated with some of his stupid ideas. Over time, however, she usually finds that he is right. Chess is the only person Haven can really trust.

CHARACTERS

THE OVERLORD: He is one of Vetch's more senior henchmen. He has earned more responsibility, but in doing so, he has also let some of his newfound power go to his head. He has even come to think he is as powerful as Vetch himself. The Overlord is good at following orders and protocol, but is not very intelligent and is unable to function without Vetch's leadership.

VETCH: An evil blight on the universe. Along with his army of minions, he travels from planet to planet enslaving the inhabitants while stripping the planets of all natural resources. He's like the virus that he uses against the inhabitants, fast spreading and always deadly. He must be careful though, because every virus has a cure. His one fear is that the ancient legend of the Golden Voice will come true and Athellion will return to Auria and defeat him. Vetch has done everything he can to rid himself of this legend so he can rule unchallenged.

?

ATHELLION: The true King of Auria. 1,000 years ago he departed his Golden City to fight alongside his father in a great galactic crusade. Now his return is the only chance Haven and his people have to free themselves from Vetch's tyranny.

CREDITS

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In Loving Memory of
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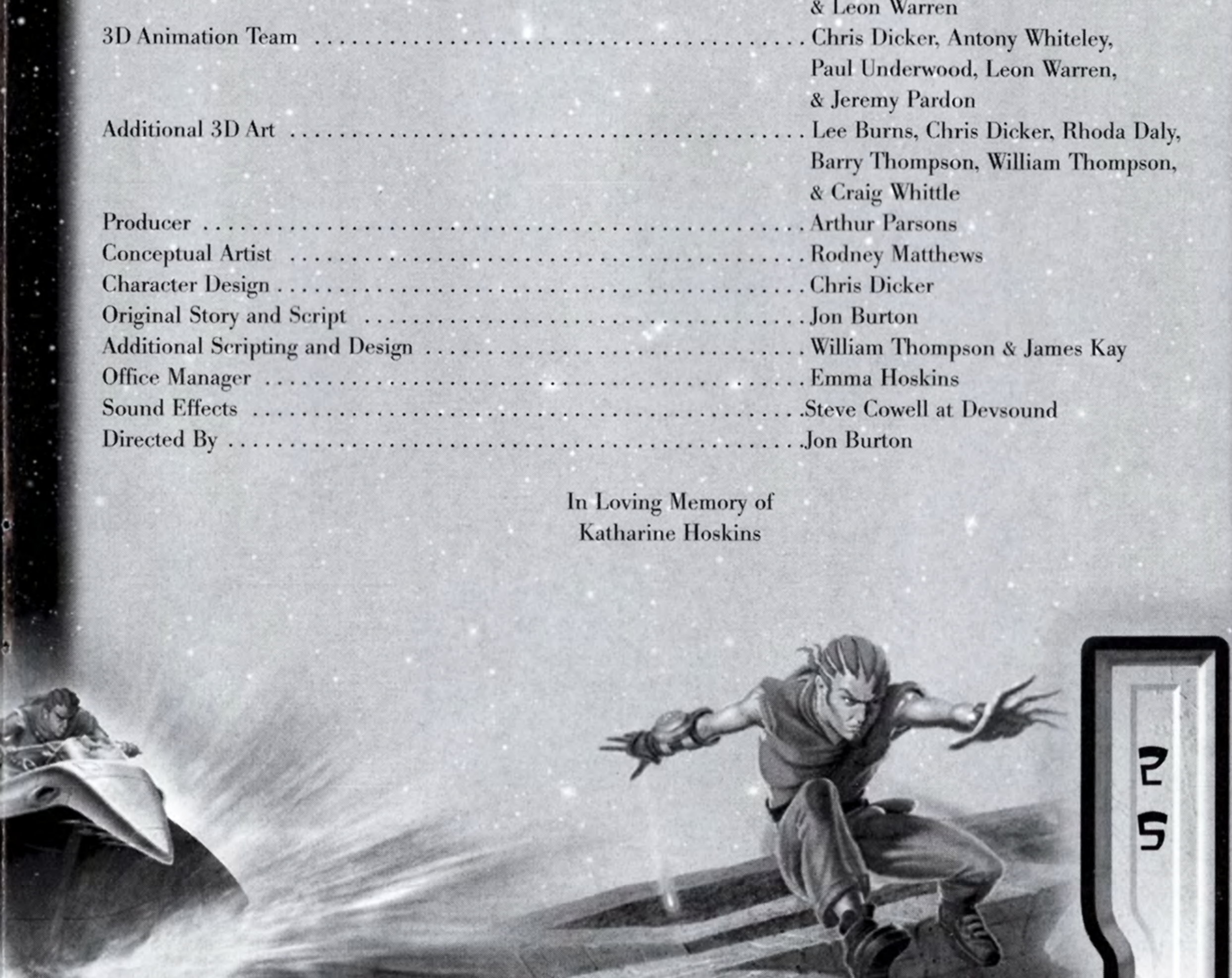

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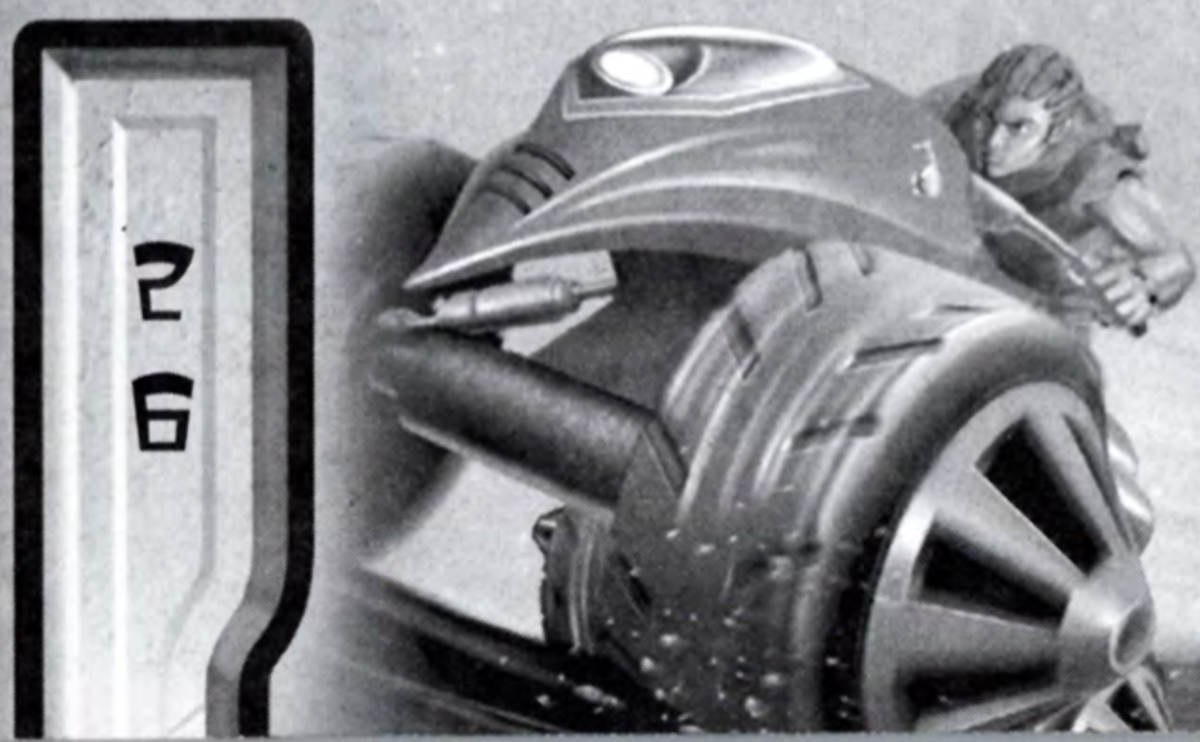

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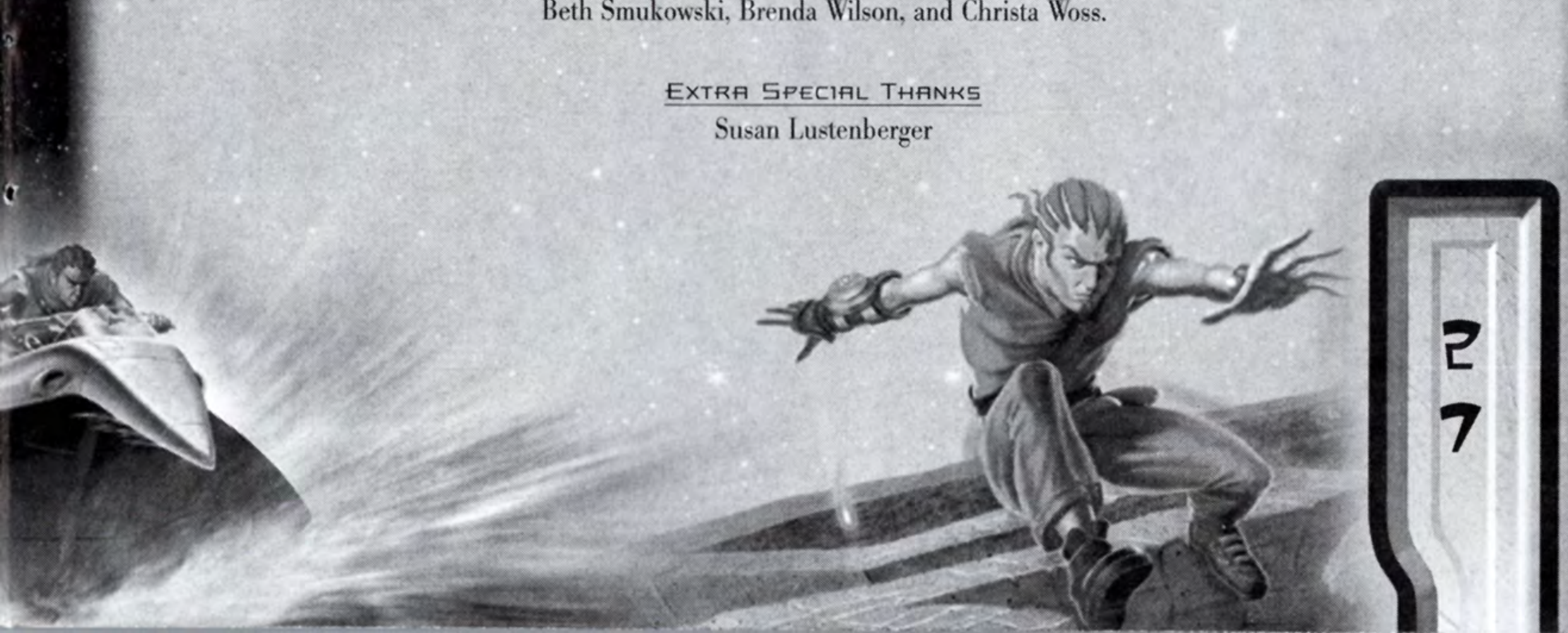

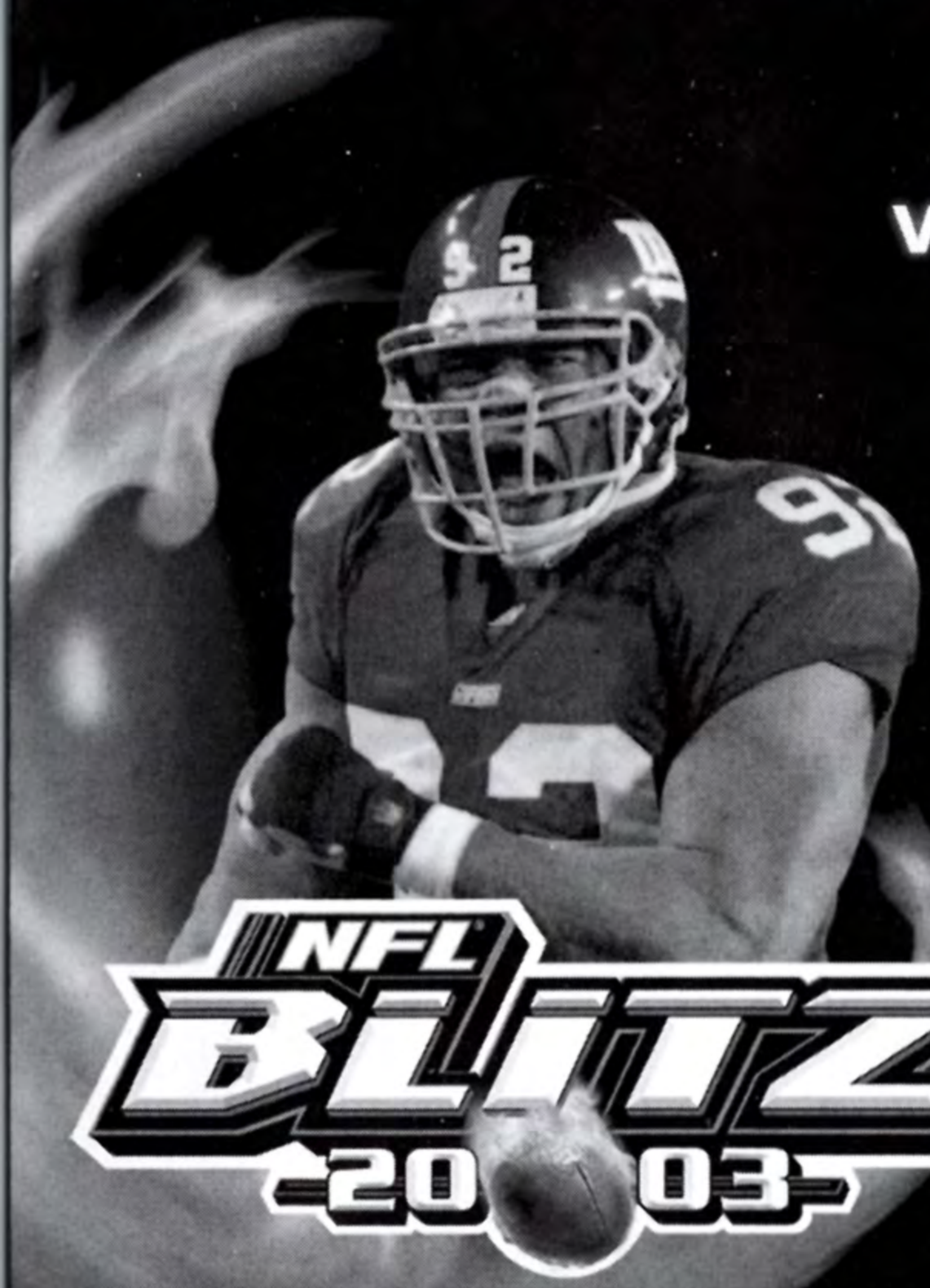

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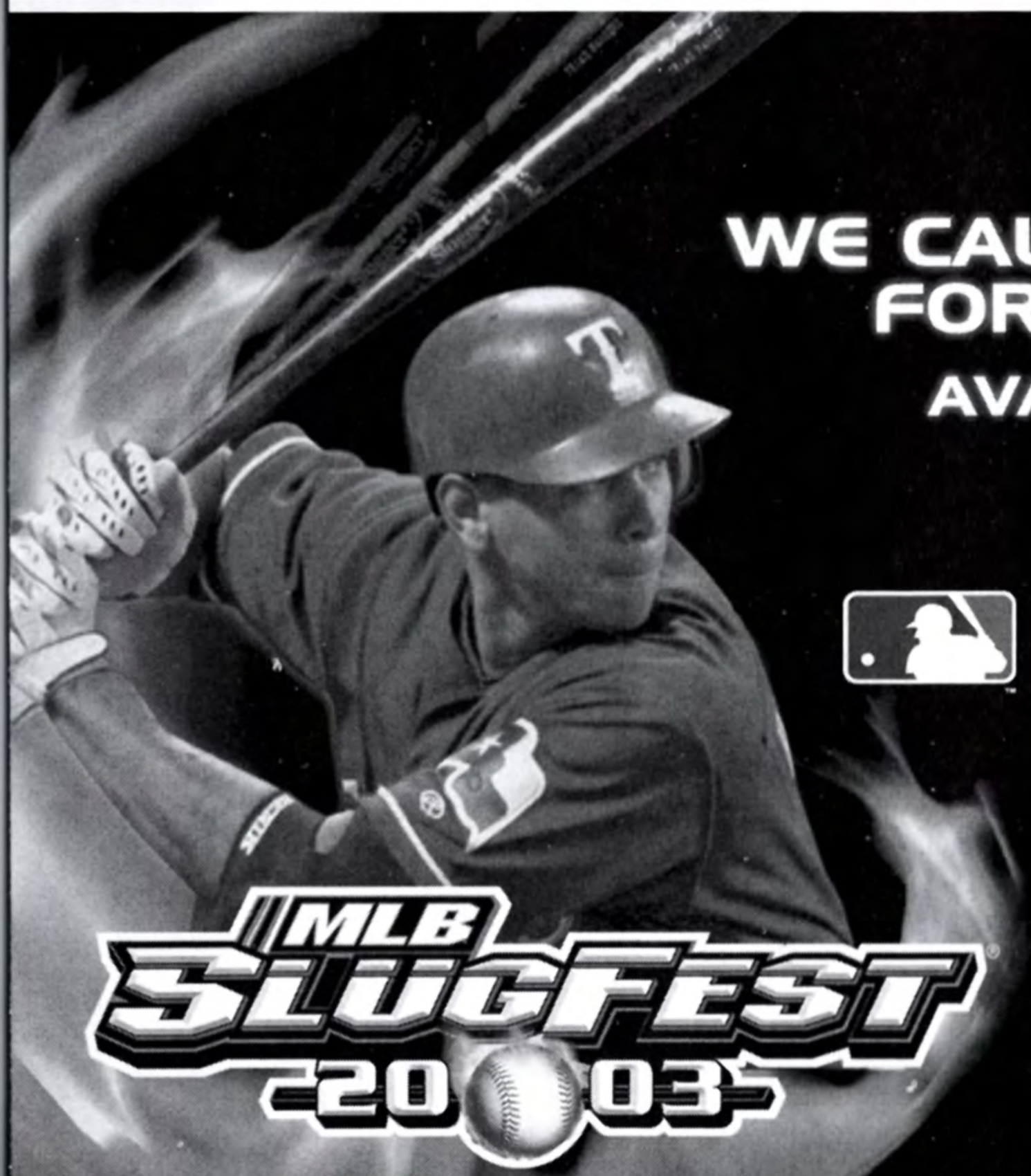

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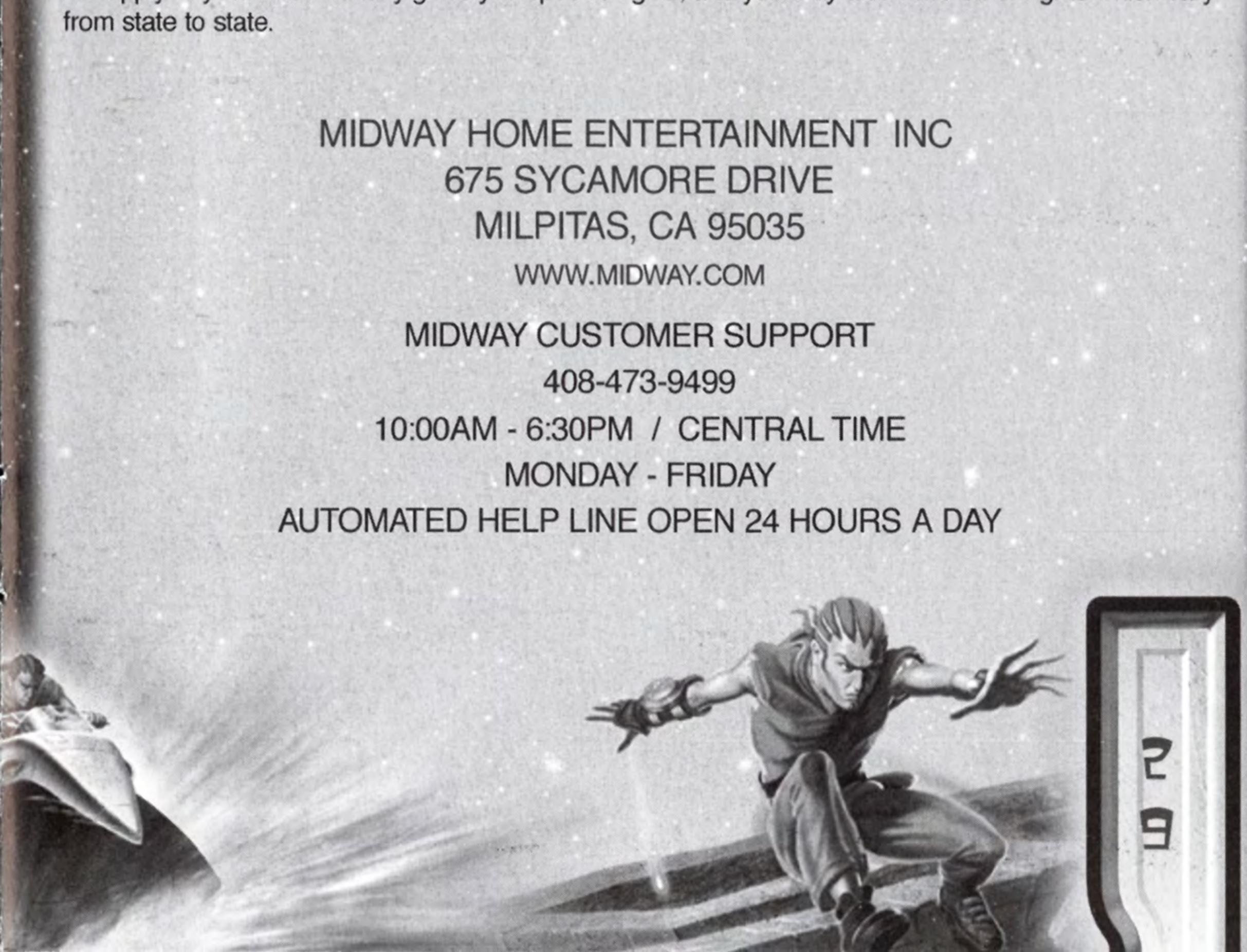

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